Abstract Classes and Interfaces



Announcements

TODO Reminders:

Readings are due **before** lecture

- Reading 23 (zybooks) you should have already done that ☺
- Lab 15
- Reading 24 (zyBooks) you should have already done that ☺
- Lab 16
- Practical Project Lecture
- RPA 11

Keep practicing your RPAs in a spaced and mixed manner ©

NEXT WEEK – Exam 3 Week Catch up, if you need!



Wednesday Help Desk – 3-4pm CSB120

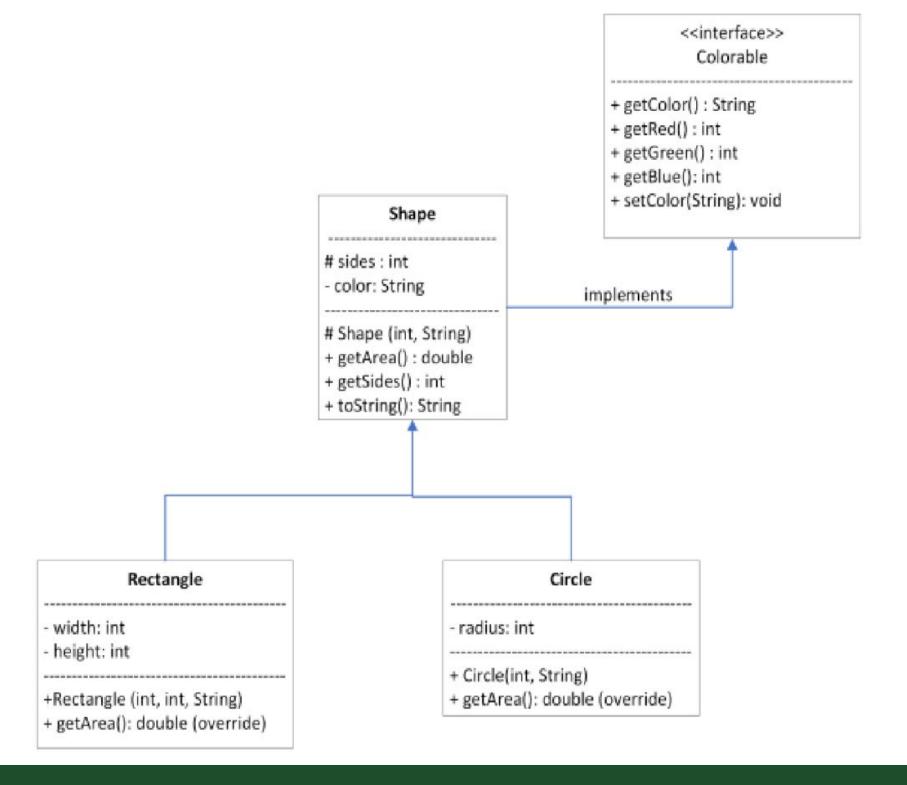
Wednesday Help Session – 3-4pm CSB305

Thursday Help Desk – 6-8pm Teams

Thursday Help Session – 3:30-4:30pm Teams

Recall Activity

- Define the following elements:
- Interface
- Methods that are overwritten
- Superclasses and Subclasses
- Does getArea() really make sense for Shape?



Inheritance

- Creates an is-a relationship between classes
- Allows fully implemented 'more generalized' classes as the super classes
 - specialized subclasses as the subclasses inherits instance variables and methods from the super class
- Uses the key word extends
 - can only extend / inherited from one immediate parent (but can have 'chain' of parents)

```
Circle crcl = new Circle(10, "234,255,123");
System.out.println("The color is " + crcl.getColor());
```

Polymorphism

- Allows the subclass to be declared as the super
 - actually a subclass can 'substitute' in for the super

Extremely useful for things like Arrays and ArrayLists

```
Shape[] shapes = new Shape[3]; // fixed size
shapes[0] = crcl;
shapes[1] = new Rectangle(23, 5, "123,125,255");
System.out.println(Arrays.toString(shapes));
```

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Abstract Class

- What if a method you write, needs specific information?
 - Unique to subtypes / children
 - BUT the rest of the method is general
- Enter Abstract classes
 - Classes that are not *complete* by themselves
 - Contain **partial** implementations of a class
 - With other methods that are *required* to be completed by children.
- Class is abstract, some methods are abstract
- Can't be instantiated
 - but can have constructors the children can inherit

Abstract Example

```
public class Paladin extends AbstractJob {
   private double modifier = 1.6;
   @Override
   public double getJobModifier() {
       return modifier;
   }

   public Paladin(String name) {
       super(name);
   }
}
```

```
public static void main(String[] args) {
    Paladin cecil = new Paladin("Cecil");
    System.out.println(cecil.getArmor());
}
```

```
public abstract class AbstractJob {
    protected String name;
    protected ArrayList<String> inventory;
    private int armor;
    private int attack;
    public abstract double getJobModifier();
    // unique to sub classes
    public double getArmor() {
        return armor * getJobModifier()
    public AbstractJob(String name) {
       this.name = name;
       this.armor = 1:
       this.attack = 1;
       inventory = new ArrayList<>();
```

Abstract Class Practice

- Considering that we can only have FullTimeTeachers and PartTimeTeachers
- Teacher as an abstract class.
- Is there any abstract methods in Teacher?

<<abstract>> Teacher

- id:int
- -subject:String
- -totalHoursWeek: int
- +Teacher()
- +Teacher(subject:String, hours:int)
- +getSubject(): String
- +setSubject(subject: String)
- +getId(): int
- +getTotalHoursWeek():int
- +getSalary(): double
- +toString():String

FullTimeTeacher

- -salary: double
- +FullTimeTeacher()
- +FullTimeTeacher(subject:String,
- hours: int, salary:double)
- +getSalary(): double
- +setSalary(salary: double)
- +toString():String

PartTimeTeacher

- -hourSalary: double
- +PartTimeTeacher()
- +PartTimeTeacher(subject:String,
- hours: int, hourSalary:double)
- +getHourSalary(): double
- +setHourSalary(salary: double)
- +getSalary(): double
- +toString():String

Interfaces

- Inheritance Limitation: Can only inherit one class directly
 - meaning, there can be a chain of classes
- What if we wanted to 'inherited' from more than one class?
- Enter interfaces
 - contracts that define what methods will be implemented
 - contains no implementation just definitions
 - uses implements in the class to say class is following the contract
- Common Interface
 - Comparable (<u>specification</u>)
 - implementing it allows objects to be sorted in ArrayList!
 - compareTo is the method

Interface example

```
public class Paladin extends AbstractJob implements MeleeType, HealerType {
    private double modifier = 1.6;
    @Override
                                                               public interface HealerType {
    double getJobModifier() {
                                                                   double getCureModifier();
        return modifier;
                                                                   double getMP();
    @Override
    public double getCureModifier() {
        return 1.5;
                                                               public interface MeleeType {
                                                                   boolean hasSwordAttack();
    @Override
                                                                   int calcSwordDamage();
    public double getMP() {
        return 10.5;
    @Override
    public boolean hasSwordAttack() { return true; }
    @Override
    public int calcSwordDamage() {
        return (int)(100*getJobModifier());
```

Interface Example in Java

Comparable

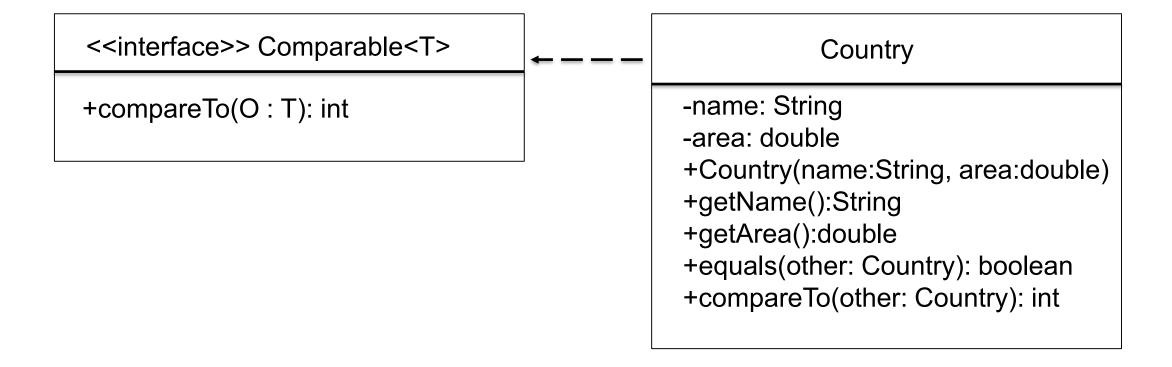
- requires you implement.compareTo(T obj)
- T is your object
- Allows you to sort based on your own ideas!

```
public static void main(String[] args) {
    ArrayList<Paladin> list = new ArrayList<>();
    list.add(new Paladin("Cecil"));
    list.add(new Paladin("Caliban"));
    Collections.sort(list); // puts Caliban before Cecil
    System.out.println(list); // Caliban, Cecil
}
```

```
public class Paladin extends AbstractJob implements Comparable<Paladin> {
   private double modifier = 1.6;
    @Override
    public double getJobModifier() {
        return modifier;
   @Override
                                                         -1 if less than
    public int compareTo(Paladin obj2) {
                                                           0 if equal
                                                          1 if greater
      return name.compareTo(obj2.name);
    public Paladin(String name) {      super(name);
```

Interface Practice

- Implement a list of Countries that can be ordered by their area.
- Need to implement interface Comparable and the method compareTo the areas.



Download Abstract class and Interface – classes for this lecture