

Interfaces

# CHAPTER 13

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# Interfaces

- An *interface* is something like an extreme case of an abstract class
  - However, an *interface* is *not a class*
  - *It is a type that can be satisfied by any class that implements the interface*
- The syntax for defining an interface is similar to that of defining a class
  - Except the word **interface** is used in place of **class**
- An interface specifies a set of methods that any class that implements the interface must have
  - It contains **method headings** and **constant definitions** only
  - It contains no instance variables nor any complete method definitions

# Interfaces

- An interface serves a function similar to a base class, though it is not a base class
  - Some languages allow one class to be derived from two or more different base classes
  - This *multiple inheritance* is not allowed in Java
  - Instead, Java's way of approximating multiple inheritance is through interfaces

# Interfaces

- An interface and all of its method headings should be declared public
  - They cannot be given private, protected, or package access
- When a class implements an interface, it must make all the methods in the interface public
- Because an interface is a type, a method may be written with a parameter of an interface type
  - That parameter will accept as an argument any class that implements the interface

# The Ordered Interface

Display 13.1 The Ordered Interface

```
1  public interface Ordered
2  {
3      public boolean precedes(Object other);
4
5      /**
6          For objects of the class o1 and o2,
7          o1.follows(o2) == o2.preceded(o1).
8      */
9      public boolean follows(Object other);
}
```

*Do not forget the semicolons at  
the end of the method headings.*

Neither the compiler nor the run-time system will do anything to ensure that this comment is satisfied. It is only advisory to the programmer implementing the interface.

# Interfaces

- To *implement an interface*, a concrete class must do two things:
  1. It must include the phrase  
**implements Interface\_Name**  
at the start of the class definition
    - If more than one interface is implemented, each is listed, separated by commas
  2. The class must implement **all** the method headings listed in the definition(s) of the interface(s)
- Note the use of **Object** as the parameter type in the following examples

# Implementation of an Interface

## Display 13.2 Implementation of an Interface

```
1  public class OrderedHourlyEmployee
2      extends HourlyEmployee implements Ordered
3  {
4      public boolean precedes(Object other)
5      {
6          if (other == null)
7              return false;
8          else if (!(other instanceof HourlyEmployee))
9              return false;
10         else
11         {
12             OrderedHourlyEmployee otherOrderedHourlyEmployee =
13                 (OrderedHourlyEmployee)other;
14             return (getPay() < otherOrderedHourlyEmployee.getPay());
15         }
16     }
```

Although getClass works better than instanceof for defining equals, instanceof works better here. However, either will do for the points being made here.

# Implementation of an Interface

Display 13.2 Implementation of an Interface (continued)

```
17     public boolean follows(Object other)
18     {
19         if (other == null)
20             return false;
21         else if (!(other instanceof OrderedHourlyEmployee))
22             return false;
23         else
24         {
25             OrderedHourlyEmployee otherOrderedHourlyEmployee =
26                     (OrderedHourlyEmployee)other;
27             return (otherOrderedHourlyEmployee.precedes(this));
28         }
29     }
30 }
```

# Abstract Classes Implementing Interfaces

- Abstract classes may implement one or more interfaces
  - Any method headings given in the interface that are not given definitions are made into abstract methods
- A concrete class must give definitions for all the method headings given in the abstract class *and the interface*

# An Abstract Class Implementing an Interface

Display 13.3 An Abstract Class Implementing an Interface 

```
1  public abstract class MyAbstractClass implements Ordered
2  {
3      int number;
4      char grade;
5
6      public boolean precedes(Object other)
7      {
8          if (other == null)
9              return false;
10         else if (!(other instanceof HourlyEmployee))
11             return false;
12         else
13         {
14             MyAbstractClass otherOfMyAbstractClass =
15                     (MyAbstractClass)other;
16             return (this.number < otherOfMyAbstractClass.number);
17         }
18     }
19
20     public abstract boolean follows(Object other);
21 }
```

# Derived Interfaces

- Like classes, an interface may be derived from a base interface
  - This is called *extending* the interface
  - The derived interface must include the phrase  
**`extends BaseInterfaceName`**
- A concrete class that implements a derived interface must have definitions for any methods in the derived interface as well as any methods in the base interface

# Extending an Interface

## Display 13.4 Extending an Interface

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```
1  public interface ShowablyOrdered extends Ordered
2  {
3      /**
4      * Outputs an object of the class that precedes the calling object.
5      */
6      public void showOneWhoPrecedes();
7 }
```

Neither the compiler nor the run-time system will do anything to ensure that this comment is satisfied.



*A (concrete) class that implements the `ShowablyOrdered` interface must have a definition for the method `showOneWhoPrecedes` and also have definitions for the methods `precedes` and `follows` given in the `Ordered` interface.*

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# Pitfall: Interface Semantics Are Not Enforced

- When a class implements an interface, the compiler and run-time system check the syntax of the interface and its implementation
  - However, neither checks that the body of an interface is consistent with its intended meaning
- Required semantics for an interface are normally added to the documentation for an interface
  - It then becomes the responsibility of each programmer implementing the interface to follow the semantics
- If the method body does not satisfy the specified semantics, then software written for classes that implement the interface may not work correctly

# The Comparable Interface

- Chapter 6 discussed the Selection Sort algorithm, and examined a method for sorting a partially filled array of type **double** into increasing order
- This code could be modified to sort into decreasing order, or to sort integers or strings instead
  - Each of these methods would be essentially the same, but making each modification would be a nuisance
  - The only difference would be the types of values being sorted, and the definition of the ordering
- Using the **Comparable** interface could provide a single sorting method that covers all these cases

# The Comparable Interface

- The **Comparable** interface is in the **java.lang** package, and so is automatically available to any program
- It has only the following method heading that must be implemented:  
**public int compareTo(Object other);**
- It is the programmer's responsibility to follow the semantics of the **Comparable** interface when implementing it

# The Comparable Interface Semantics

- The method **compareTo** must return
  - A negative number if the calling object "comes before" the parameter other
  - A zero if the calling object "equals" the parameter other
  - A positive number if the calling object "comes after" the parameter other
- If the parameter **other** is not of the same type as the class being defined, then a **ClassCastException** should be thrown

# The Comparable Interface Semantics

- Almost any reasonable notion of "comes before" is acceptable
  - In particular, all of the standard less-than relations on numbers and lexicographic ordering on strings are suitable
- The relationship "comes after" is just the reverse of "comes before"

# Using the Comparable Interface

- The following example reworks the `SelectionSort` class from Chapter 6
- The new version, `GeneralizedSelectionSort`, includes a method that can sort any partially filled array whose base type implements the `Comparable` interface
  - It contains appropriate `indexOfSmallest` and `interchange` methods as well
- Note: Both the `Double` and `String` classes implement the `Comparable` interface
  - Interfaces apply to classes only
  - A primitive type (e.g., `double`) cannot implement an interface

# GeneralizedSelectionSort class: sort Method

Display 13.5 Sorting Method for Array of Comparable (Part 1 of 2)

---

```
1  public class GeneralizedSelectionSort
2  {
3      /**
4      Precondition: numberUsed <= a.length;
5          The first numberUsed indexed variables have values.
6      Action: Sorts a so that a[0], a[1], ... , a[numberUsed - 1] are in
7          increasing order by the compareTo method.
8      */
9      public static void sort(Comparable[] a, int numberUsed)
10     {
11         int index, indexOfNextSmallest;
12         for (index = 0; index < numberUsed - 1; index++)
13             {//Place the correct value in a[index]:
14                 indexOfNextSmallest = indexOfSmallest(index, a, numberUsed);
15                 interchange(index, indexOfNextSmallest, a);
16                 //a[0], a[1],..., a[index] are correctly ordered and these are
17                 //the smallest of the original array elements. The remaining
18                 //positions contain the rest of the original array elements.
19             }
20     }
```

# GeneralizedSelectionSort class: sort Method

Display 13.5 Sorting Method for Array of Comparable (Part 1 of 2) (continued)

```
21     /**
22      Returns the index of the smallest value among
23      a[startIndex], a[startIndex+1], ... a[numberUsed - 1]
24     */
25     private static int indexOfSmallest(int startIndex,
26                                         Comparable[] a, int numberUsed)
27     {
28         Comparable min = a[startIndex];
29         int indexOfMin = startIndex;
30         int index;
31         for (index = startIndex + 1; index < numberUsed; index++)
32             if (a[index].compareTo(min) < 0)//if a[index] is less than min
33             {
34                 min = a[index];
35                 indexOfMin = index;
36                 //min is smallest of a[startIndex] through a[index]
37             }
38         return indexOfMin;
39     }
```

# GeneralizedSelectionSort class: interchange Method

Display 13.5 Sorting Method for Array of Comparable (Part 2 of 2)

---

```
/**  
 * Precondition: i and j are legal indices for the array a.  
 * Postcondition: Values of a[i] and a[j] have been interchanged.  
private static void interchange(int i, int j, Comparable[] a)  
{  
    Comparable temp;  
    temp = a[i];  
    a[i] = a[j];  
    a[j] = temp; //original value of a[i]  
}  
  
}
```

---

# Sorting Arrays of Comparable

## Display 13.6 Sorting Arrays of Comparable (Part 1 of 2)

```
1  /**
2   Demonstrates sorting arrays for classes that
3   implement the Comparable interface.
4 */
5  public class ComparableDemo
6 {
7      public static void main(String[] args)
8      {
9          Double[] d = new Double[10];
10         for (int i = 0; i < d.length; i++)
11             d[i] = new Double(d.length - i);
12
13         System.out.println("Before sorting:");
14         int i;
15         for (i = 0; i < d.length; i++)
16             System.out.print(d[i].doubleValue() + ", ");
17         System.out.println();
18
19         GeneralizedSelectionSort.sort(d, d.length);
20
21         System.out.println("After sorting:");
22         for (i = 0; i < d.length; i++)
23             System.out.print(d[i].doubleValue() + ", ");
24         System.out.println();
```

*The classes Double and String do implement the Comparable interface.*

# Sorting Arrays of Comparable

## Display 13.6 Sorting Arrays of Comparable (Part 2 of 2)

---

```
22     String[] a = new String[10];
23     a[0] = "dog";
24     a[1] = "cat";
25     a[2] = "cornish game hen";
26     int numberUsed = 3;

27     System.out.println("Before sorting:");
28     for (i = 0; i < numberUsed; i++)
29         System.out.print(a[i] + ", ");
30     System.out.println();
31
32     GeneralizedSelectionSort.sort(a, numberUsed);
```

# Sorting Arrays of Comparable

## Display 13.6 Sorting Arrays of Comparable (Part 2 of 2) (continued)

```
33     System.out.println("After sorting:");
34     for (i = 0; i < numberUsed; i++)
35         System.out.print(a[i] + ", ");
36     System.out.println();
37 }
38 }
```

### SAMPLE DIALOGUE

Before Sorting

10.0, 9.0, 8.0, 7.0, 6.0, 5.0, 4.0, 3.0, 2.0, 1.0,

After sorting:

1.0, 2.0, 3.0, 4.0, 5.0, 6.0, 7.0, 8.0, 9.0, 10.0,

Before sorting;

dog, cat, cornish game hen,

After sorting:

cat, cornish game hen, dog,

# Defined Constants in Interfaces

- An interface can contain defined constants in addition to or instead of method headings
  - Any variables defined in an interface must be **public, static, and final**
  - Because this is understood, Java allows these modifiers to be **omitted**
- Any class that implements the interface has access to these defined constants

# Pitfall: Inconsistent Interfaces

- In Java, a class can have only one base class
  - This prevents any inconsistencies arising from different definitions having the same method heading
- In addition, a class may implement any number of interfaces
  - Since interfaces do not have method bodies, the above problem cannot arise
  - However, there are other types of inconsistencies that can arise

# Pitfall: Inconsistent Interfaces

- When a class implements two interfaces:
  - One type of inconsistency will occur if the interfaces have **constants** with the same name, but with different values
  - Another type of inconsistency will occur if the interfaces contain **methods** with the same name but different return types
- If a class definition implements two inconsistent interfaces, then that is an error, and the class definition is **illegal**