



# CHAPTER 8

## Polymorphism

(Abstract Class and Interface)

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# Introduction to Polymorphism

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- ❑ There are three main programming mechanisms that constitute object-oriented programming (OOP)
  - Encapsulation
  - Inheritance
  - Polymorphism



# Introduction to Polymorphism

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- ❑ **Polymorphism:** A same operation can behave differently (be implemented by different methods).



# Late Binding

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## ❑ *Early binding or static binding*

- **which method is to be called** is decided at compile-time
  - *Overloading*: an invocation can be operated on arguments of more than one type

## ❑ *Late binding or dynamic binding*

- **which method is to be called** is decided at compile-time
  - *Overriding*: a derived class inherits methods from the base class, it can change or override an inherited method



# Lab: Early binding (through overloading)

---

```
public class SayHello {  
  
    public String sayHello(String name){  
        return "Hello! " + name;  
    }  
  
    public String sayHello(String name, String gender){  
        if(gender.equals("boy")){  
            return "Hello! Mr. " + name;  
        }  
        else if(gender.equals("girl")){  
            return "Hello! Miss. " + name;  
        }else{  
            return "Hello! " + name;  
        }  
    }  
  
    public static void main(String[] args){  
        SayHello hello = new SayHello();  
        System.out.println(hello.sayHello("S.J.)); //decided at compile time  
        System.out.println(hello.sayHello("S.J.", "boy")); //decided at compile time  
    }  
}
```



## Lab: Late binding (through overriding)

---

```
public class Payment {  
    public void pay(){  
        System.out.println("Pay in cash");  
    }  
    public void checkout(){  
        pay();  
    }  
}
```

```
public class Store {  
    public static void main(String[] args) {  
        Payment p1 = new Payment();  
        p1.checkout();  
    }  
}
```



## Lab: Late binding (through overriding)

---

```
public class CreditCardPayment extends Payment{  
    public void pay() {  
        System.out.println("Pay with credit card");  
    }  
}
```

```
public class Store {  
    public static void main(String[] args) {  
        Payment p1 = new Payment();  
        p1.checkout();  
  
        Payment p2 = new CreditCardPayment();  
        p2.checkout();  
    }  
}
```



## Pitfall: No Late Binding for Static Methods

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- ❑ Java uses **static binding** with **private**, **final**, and **static** methods
  - In the case of **private** and **final** methods, late binding would serve no purpose
  - However, in the case of a static method invoked using a calling object, it does make a difference





# Lab

---

```
public class Payment {  
    public static void pay(){  
        System.out.println("Pay in cash");  
    }  
    public void checkout(){  
        pay();  
    }  
}
```

```
public class CreditCardPayment extends Payment{  
    public static void pay() {  
        System.out.println("Pay with credit card");  
    }  
}
```

Then run Store again!



# Lab

```
public class Store {  
    public static void main(String[] args) {  
        Payment p1 = new Payment();  
        p1.checkout();  
  
        Payment p2 = new CreditCardPayment();  
        p2.checkout();  
    }  
}
```

the type of **p2** is determined by its variable name,  
not the object that it references



# Upcasting and Downcasting

---

- ❑ *Upcasting* is when an object of a derived class is assigned to a variable of a base class (or any ancestor class)

```
Payment p2 = new CreditCardPayment();  
p2.checkout();
```



# Upcasting and Downcasting

---

❑ *Downcasting* is when a type cast is performed from a base class to a derived class (or from any ancestor class to any descendent class)

- Downcasting has to be done very carefully
- In many cases it doesn't make sense, or is illegal:

```
Payment p1 = new Payment();  
CreditCardPayment p2 = (CreditCardPayment)p1; //runtime error
```



## Tip: Checking to See if Downcasting is Legitimate

---

- ❑ Downcasting to a specific type is only sensible if the object being cast is an instance of that type
  - This is exactly what the **instanceof** operator tests for:  
*object instanceof ClassName*
  - It will return true if *object* is of type *ClassName*
  - In particular, it will return true if *object* is an instance of any descendent class of *ClassName*



# Lab (Downcasting)

---

Step1: Remove "static" in **CreditCardPayment** and **Payment**

Step2

```
public class CreditCardPayment extends Payment{  
    public void pay() {  
        System.out.println("Pay with credit card");  
    }  
    public void sign(){  
        System.out.println("Signing...");  
    }  
}
```



# Lab (Downcasting)

---

```
public class Store {  
  
    public static void main(String[] args) {  
        Payment p1 = new Payment();  
        p1.checkout();  
        payProcess(p1);  
  
        Payment p2 = new CreditCardPayment();  
        p2.checkout();  
        payProcess(p2);  
    }  
  
    public static void payProcess(Payment p){  
        if(p instanceof CreditCardPayment){  
            ((CreditCardPayment)p).sign();  
        }  
    }  
}
```



# A First Look at the `clone` Method

---

- ❑ Creates and returns a copy of this object.
  - `x.clone() != x`
- ❑ The heading for the `clone` method defined in the `Object` class is as follows:  
`protected Object clone()`
- ❑ A change to a more permissive access, such as from `protected` to `public`, is always allowed when overriding a method definition





# Lab

---

```
public class A implements Cloneable{
    int num = 1;
    B b = new B();

    public Object clone(){
        try{
            return super.clone();
        }catch(Exception e){
            return null;
        }
    }
}

public class B implements Cloneable{
    int speed = 100;
}
```



# Lab (Shallow Copy)

```
public class Test {  
  
    public static void main(String[] args) {  
        A a = new A();  
        System.out.println(a.num);           //1  
        System.out.println(a.b.speed);       //100  
  
        A clone_a = (A) a.clone();  
        System.out.println(clone_a.num);      //1  
        System.out.println(clone_a.b.speed);  //100  
  
        clone_a.num = 2;  
        clone_a.b.speed = 200;  
        System.out.println(a.num);           //1  
        System.out.println(a.b.speed);       //200  
  
    }  
}
```



# A First Look at the `clone` Method

---

- ❑ If a class has a copy constructor, the `clone` method for that class can use the *copy constructor* to create the copy returned by the `clone` method

```
public Sale clone()  
{  
    return new Sale(this);  
}
```



# Lab (Deep Copy)

---

```
public class A implements Cloneable{
    int num = 1;
    B b = new B();

    public A(A a){
        num = a.num;
        b.speed = a.b.speed;
    }
    public A(){}

    public Object clone(){
        return new A(this);
    }
}
```



# Lab (Deep Copy)

```
public class Test {  
  
    public static void main(String[] args) {  
        A a = new A();  
        System.out.println(a.num);           //1  
        System.out.println(a.b.speed);       //100  
  
        A clone_a = (A) a.clone();  
        System.out.println(clone_a.num);      //1  
        System.out.println(clone_a.b.speed);  //100  
  
        clone_a.num = 2;  
        clone_a.b.speed = 200;  
        System.out.println(a.num);           //1  
        System.out.println(a.b.speed);       //100  
  
    }  
  
}
```



# Introduction to Abstract Classes

---

- ❑ In order to postpone the definition of a method, Java allows an *abstract method* to be declared
  - An abstract method has a heading, but no method body
  - The body of the method is defined in the derived classes
- ❑ The class that contains an abstract method is called an *abstract class*



# Abstract Method

---

- ❑ An abstract method is like a placeholder for a method that will be fully defined in a descendent class
- ❑ It has a complete method heading, to which has been added the modifier **abstract**
- ❑ **It cannot be private**
- ❑ It has no method body, and ends with a semicolon in place of its body

```
public abstract double getPay();  
public abstract void doIt(int count);
```



# Abstract Class

---

- ❑ A class that has at least one abstract method is called an *abstract class*
  - An abstract class must have the modifier **abstract** included in its class heading:

```
public abstract class Employee
{
    private instanceVariables;
    . . .
    public abstract double getPay();
    . . .
}
```





# Abstract Class

---

- An abstract class can have any number of abstract and/or fully defined methods
- If a derived class of an abstract class adds to or does not define all of the abstract methods, then it is abstract also, and must add **abstract** to its modifier
- ❑ A class that has no abstract methods is called a *concrete class*



## Pitfall: You Cannot Create Instances of an Abstract Class

---

- ❑ An abstract class can only be used to derive more specialized classes
  - While it may be useful to discuss employees in general, in reality an employee must be a salaried worker or an hourly worker
- ❑ **An abstract class constructor cannot be used to create an object of the abstract class**



# Lab

---

```
public abstract class Animal {  
    public abstract void run();  
    public void sit(){ System.out.println("Sit down..."); }  
}
```

```
public class Dog extends Animal {  
    public void run(){  
        System.out.println("The dog is running");  
    }  
}
```

```
public class Cat extends Animal{  
    public void run(){  
        System.out.println("The cat is running");  
    }  
}
```



# Lab

---

```
public class House {  
  
    public static void main(String[] args) {  
        Animal dog = new Dog();  
        Animal cat = new Cat();  
  
        playWith(dog);  
        playWith(cat);  
  
        dog.sit();  
        cat.sit();  
    }  
  
    public static void playWith(Animal animal){  
        animal.run();  
    }  
}
```



# Lab

---

\_\_\_\_\_ binding refers to the method definition being associated with the method invocation when the code is compiled.

- (a) Dynamic
- (b) Late
- (c) Early
- (d) None of the above



# Lab

---

Java does not use late binding for methods marked as:

- (a)final
- (b)static
- (c)private
- (d)all of the above



# Lab

---

Assigning an object of a derived class to a variable of a base class is called:

- (a)static binding
- (b)dynamic binding
- (c)Upcasting
- (d)downcasting



# Lab

---

Assigning an object of an ancestor class to a descendent class is called:

- (a)static binding
- (b)dynamic binding
- (c)Upcasting
- (d)downcasting





## Lab

---

If you choose to use the method clone in your code, you must \_\_\_\_\_ the clone method.

- (a) overload
- (b) encapsulate
- (c) override
- (d) protect



# Lab

---

You cannot create an object using a/an:

- (a) superclass constructor
- (b) subclass constructor
- (c) ancestor class constructor
- (d) abstract class constructor



# Lab

---

An abstract method cannot be modified by:

- (a)public
- (b)protected
- (c)private
- (d)none of the above



## Lab

---

A class that has at least one abstract method is called an:

- (a) concrete class
- (b) encapsulated class
- (c) abstract class
- (d) private class



## Lab

---

A class with no abstract methods is called a

- (a) concrete class
- (b) encapsulated class
- (c) abstract class
- (d) private class



# 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**



# Interfaces

---

- ❑ An interface specifies a set of methods that any class that implements the interface must have
  - It contains **method headings** and **constant definitions** only
    - Any variables defined in an interface must be public, static, and final
  - It contains **no instance variables nor any complete method definitions**



# Lab (Constants)

---

```
public interface Shape {  
    int color = 1; // => public static final int color = 1;  
}
```

```
public class Paint {  
    public static void main(String[] args) {  
        System.out.println(Shape.color);  
    }  
}
```





# Interfaces

---

- ❑ All methods in an interface are **implicitly public and abstract**, so you can omit the public modifier.
  - They cannot be given private or protected

```
public interface ISpec1 {  
    private void run(); //Not allowed  
    protected void run(); //Not allowed  
  
    void run(); // Allowed. Equal to the following definition  
    public abstract void run(); //Allowed  
  
}
```



# Lab

---

```
public interface Shape {  
    int color = 1; // => public static final int color = 1;  
    public abstract double area(); //=> double area();  
}
```



# Interfaces

---

- ❑ *Multiple inheritance* is not allowed in Java
- ❑ Instead, Java's way of approximating multiple inheritance is through interfaces

```
public class ConcreteClass implements ISpec1, ISpec2, ISpec3{  
    ...  
}
```



# Interfaces

---

- ❑ To *implement an interface*, a concrete class must do two things:

1. `implements Interface_Name`
2. The class must implement *all* the method headings listed in the definition(s) of the interface(s)



# Lab

---

```
public class Rectangle implements Shape{
    int x1=0;
    int y1=0;
    int x2=10;
    int y2=10;
    public double area(){
        return (x2-x1)*(y2-y1);
    }
}
```

```
public class Circle implements Shape{

    double radius = 3;
    public double area(){
        return radius*radius*3.14;
    }
}
```



# Lab

---

```
public class Paint {  
  
    public static void main(String[] args) {  
        System.out.println(Shape.color);  
  
        Shape shape1 = new Rectangle();  
        printArea(shape1);  
  
        Shape shape2 = new Circle();  
        printArea(shape2);  
    }  
  
    public static void printArea(Shape shape){  
        System.out.println(shape.area());  
    }  
}
```



# 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*



# Abstract Class vs. Interface

---

```
public abstract class Animal {  
    public abstract void run();  
    public void sit(){ System.out.println("Sit down..."); }  
}
```

VS.

```
public interface Shape {  
  
    int color = 1; // => public static final int color = 1;  
  
    public abstract double area(); //=> double area();  
}
```





# 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



# Lab

---

```
public interface Drawing {  
    public abstract void drawBorder();  
}
```

```
public interface Shape extends Drawing{  
    int color = 1; // => public static final int color = 1;  
    public abstract double area();  
}
```



# Lab

---

```
public class Rectangle implements Shape{

    int x1=0;
    int y1=0;
    int x2=10;
    int y2=10;

    public double area(){
        return (x2-x1)*(y2-y1);
    }
    public void drawBorder(){
        System.out.println("Drawing the border of the rectangle...");
    }
}
```



# Lab

---

```
public class Circle implements Shape{
```

```
    double radius = 3;  
    public double area(){  
        return radius*radius*3.14;  
    }
```

```
        public void drawBorder(){  
            System.out.println("Drawing the border of the circle...");  
        }  
    }
```



## Lab

---

A class that uses an interface must use the keyword:

- (a) Extends
- (b) Inherits
- (c) Super
- (d) Implements



# Lab

---

An interface and all of its method headings are normally declared to be:

- (a) public
- (b) private
- (c) Protected
- (d) package access



# Lab

---

An interface may contain:

- (a)instance variables
- (b)primitive variables
- (c)constant variables
- (d)all of the above



# Lab

---

```
public interface Printable {  
    void printAll();  
}
```

```
class Person implements Printable {  
    private String name = new String("Bill");  
    private int age = 22;  
  
    public void printAll() {  
        System.out.println("Name is " + name + ", age is " + age);  
    }  
}
```

```
public class PrintableTest {  
    public static void main(String[] args) {  
        Printable p = new Person();  
        p.printAll();  
    }  
}
```





## Reference

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- ❑ “A Programmers Guide To Java SCJP Certification: A Comprehensive Primer 3rd Edition”. Khalid Mughal, Rolf Rasmussen. Addison-Wesley Professional. 2008