



PGR112 – Step 8:

Abstract classes and HashMap

Object Oriented Programming

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Agenda

- Aggregation
- Abstract classes and methods
- HashMap

Inheritance – brief recap

- How to obtain inheritance through the use of extends.
- We saw how subclass can inherit from superclass (parent- or base class).
 - Reuse of code
- Use of super (designers and methods).
- We looked at overriding methods (and rules for this).

Is-a

- We should use inheritance with caution, and it is only relevant if the classes act in an "is-a" relationship.
 - The example from the weekly assignments (Circle is a Shape)
 - Cat is an Animal
 - Banana is a Fruit
- Inheritance provides a strong link between two classes.

Aggregation

- We can also achieve code reuse by using aggregation. Unlike inheritance, aggregation represents a "has-a" relationship.
- Let's take an example from [beginnersbook](#).

Composition

- A specialized and strong variant of aggregation.
- Can be formulated as a "part of" relationship.
- Examples:
 - Heart - human
 - Engine - car
- We will not emphasize composition in this topic, but relate to aggregation in general.
- [Here](#) you can read more about the difference.

Abstraction

- The essence of abstraction is preserving information that is relevant in a given context, and forgetting information that is irrelevant in that context. ([John V. Guttag](#))
- We want to hide implementation details.
- We focus on what an object does, not how it does it.
- We can perform abstraction using two mechanisms in Java:
 - Interface (next week)
 - Abstract classes (this week)

Abstract classes

- Abstract classes thus hide implementation details, but still say what the object does.
- We declare an abstract class with the reserved word *abstract*.
- Ex: `public abstract class MyClass {...}`

Some rules for abstract classes

- Can have abstract and concrete (i.e. Non-abstract) methods.
- It is used as a parent class. Sub-classes then inherit the abstract class, and make sure to implement (by override) the required behaviour.
- Abstract classes cannot be instantiated: ~~new MyClass~~

Abstract methods

- Declared as abstract and has no implementation (method body).
- Example: `public abstract void myBeautifulAbstractMethod ();`

Demo – abstract classes and methods

- Our example will be based on the one from [w3schools](https://www.w3schools.com/python/python_abstract_classes.asp).

Implementing abstract methods

- The subclasses thus have to ensure that the abstract methods in the parent class are implemented. But do they HAVE to do it?
- No☺ But if they do not, then the class must be abstract. Implementation details are still missing.
- Let's demonstrate...

HashMap

- Using ArrayList has some downsides.
- If we want to retrieve one specific object (without knowing the index), then it's a bit cumbersome.
- Let's look at an alternative: HashMap...

HashMap

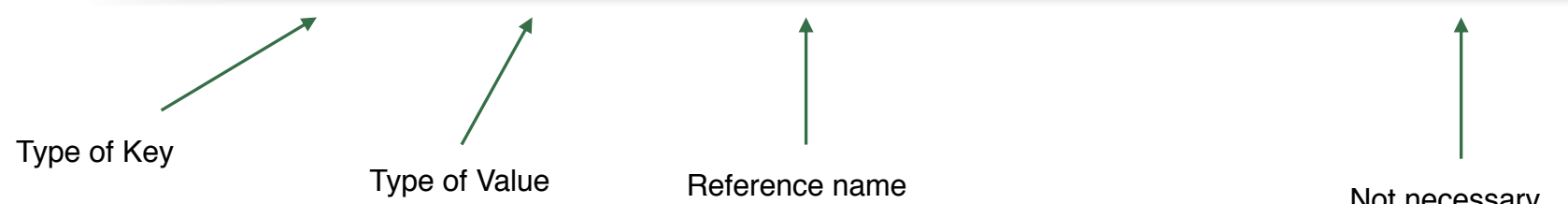
- In a HashMap we can enter objects and retrieve them based on a key.
- We need to specify the type of keys and the type of objects. These can be different.
- Let's take an example from [w3schools](https://www.w3schools.com/java/java_hashmap.asp)...

HashMap

- Create:

```
HashMap<String, String> capitalCities = new HashMap<String, String>();
```

Type of Key

A diagram with four green arrows pointing upwards from labels to the code. The first arrow points from 'Type of Key' to the first 'String' in the generic type. The second arrow points from 'Type of Value' to the second 'String' in the generic type. The third arrow points from 'Reference name' to 'capitalCities'. The fourth arrow points from 'Not necessary...' to the 'new' keyword.

Type of Value

Reference name

Not necessary...

Using HashMap

```
capitalCities.put("England", "London");
```

```
capitalCities.get("England");
```

```
capitalCities.remove("England");
```

```
capitalCities.clear();
```


Iterating over objects in a HashMap

- There are lots of possibilities.
- Let's have a look at one 😊

Explanation

```
for (Animal a : animals.values()) {  
    a.animalSound();  
    a.sleep();  
    System.out.println(a.toString());  
}
```

Also

- HashMap is nice to use if we want to find an object based on a key.
- If you insert an object with a key that already exists, the value is overwritten.
- We can put objects of defined type and sub-types.
- We have many ways to go through the objects in a HashMap. We've looked at one of them.

Conclusion

- This session's goals:
 - I can use abstract classes, and I understand what that means.
 - I understand what aggregation (and composition) entails.
 - I know how to use a HashMap.

Good luck with the task for this session. Remember you have support from the veiledere.