

# Basics of Inheritance



## Chapter 5 – Section 2



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# Simple inheritance

## Another example

### ☉ The Town concept

- ☉ We take into account the name and the number of inhabitants
- ☉ The name cannot be changed, nor be null
- ☉ The name of inhabitants may be unknown
- ☉ A Town object is able to describe itself in a String



# Simple inheritance

## Another example

### The Town class

Town
<code>-name: String</code> <code>-inhabitants: int</code>
<code>+Town( )</code> <code>+Town(String)</code> <code>+getName(): String</code> <code>+getInhabitants(): int</code> <code>+setInhabitants(int)</code> <code>+isNbInhabitantsKnown(): boolean</code> <code>+introduceYourself(): String</code>



# Simple inheritance

## Another example

```
public class Town {
    private String name;
    private int inhabitants;
    public Town() { name = "PARIS"; }
    public Town(String theName) { name = theName; }
    public String getName() { return name; }
    public int getInhabitants() {
        if (inhabitants <= 0) System.exit(0); return inhabitants; }
    public void setInhabitants(int nbInhabitants) {
        if (nbInhabitants >= 0) inhabitants = nbInhabitants;
        else System.exit(0); }
    public boolean isNbInhabitantsKnown() {
        return inhabitants > 0; }
    public String introduceYourself() {
        String s = "I am (" + name + ", ";
        if (inhabitants > 0) s += inhabitants + ")";
        else s += « unknown number of inhabitants";
        return s;
    }
}
```



# Simple inheritance

## Another example

### Execution

```
public class Example1 {  
    public static void main (String args[]){  
        Town t1 = new Town("Oran");  
        t1.setInhabitants(800000);  
        System.out.println(t1.introduceYourself());  
        Town t2 = new Town();  
        System.out.println(t2.introduceYourself());  
    }  
}
```

I am (ORAN, 800000)

I am (PARIS, unknown number of inhabitants)

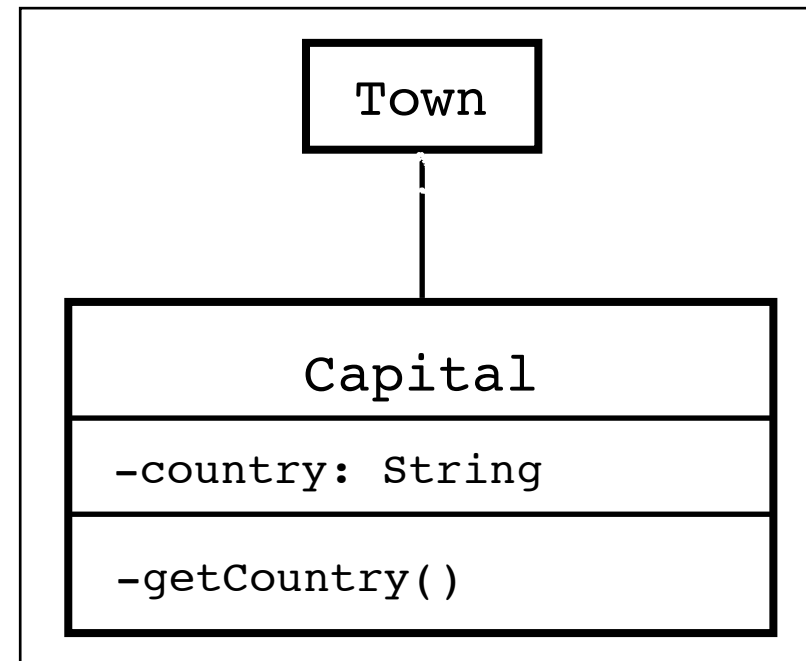


# Simple inheritance

## Another example

### A capital:

- A town...
- which is capital of a country





# Simple inheritance

## Another example

### ☉ The Capital class: an extension

```
public class Capital extends Town {  
    private String country;  
    public Capital (String theCountry) {  
        country = theCountry.toUpperCase();  
    }  
    public getCountry() { return country; }  
}
```

```
public class Example2 {  
    public static void main (String args[]){  
        Capital c = new Capital("France");  
        System.out.println(c.introduceYourself());  
    }  
}
```

~~I am (PARIS - unknown number of inhabitants)~~  
Patrick GIRARD - University of Poitiers - 2009-2014©





# Digression: the constructors

☉ We want a class that delivers incremented int

```
public class Number {  
    private int num;  
    public int newNumber () { return ++num; }  
}
```

```
public class Example3 {  
    public static void main (String args[]){  
        Number incr = new Number();  
        for (int i=0; i<5; i++)  
            System.out.println(incr.newNumber() + ":");  
    }  
}
```

1·2·3·4·5·



# Digression: the constructors

## Improvement: choosing the starting num

```
public class Number {  
    private int num;  
    public Number (int start) { num : start };  
    public int newNumber () { return ++num; }  
}
```

```
public class Example3 {  
    public static void main (String args[]){  
        Number incr = new Number(5);  
        for (int i=0; i<5; i++)  
            System.out.println(incr.newNumber() + ":");  
    }  
}
```

6·7·8·9·10



# Digression: the constructors

☹ if we re-run Exemple3.class

```
public class Example3 {  
    public static void main (String args[]){  
        Number incr = new Number();  
        for (int i=0; i<5; i++)  
            System.out.println(incr.newNumber() + ":");  
    }  
}
```

???

Number: method <init>()V not found  
at Exemple3.main (Example3.java:11);



# Digression: the constructors

☉ Try to recompile Exemple3.java ?

```
public class Number {  
    private int num;  
    public Number (int start) { num : start };  
    public int newNumber () { return ++num; }  
}
```




```
public class Example3 {  
    public static void main (String args[]){  
        Number incr = new Number();  
        for (int i=0; i<5; i++)  
            System.out.println(incr.newNumber() + " :");  
    }  
}
```

Number(int) in Number cannot be applied to ()



# Digression: the constructors

## Summary

-  A constructor is created by default in each class
-  Any explicitly built constructor suppress the default constructor
-  A parameterless constructor can/must be explicitly defined if needed



# Back to our example

- A more convincing constructor: suppress the stupid default constructor

```
public class Town {  
    private String name;  
    private int inhabitants;  
public Town() { name = "PARIS"; }  
    public Town(String theName) { name = theName; }  
    ...  
}  
}
```



# Back to our example

☹ Yes, but... damnit !

```
public class Capital extends Town {  
    private String country;  
    public Capital (String theCountry) {  
        country = theCountry.toUpperCase();  
    }  
    public getCountry() { return country; }  
}
```

Town(String) in Town cannot be applied to ()



# Back to our example

● First try: direct access to the name?

```
public class Capital extends Town {  
    private String country;  
    public Capital (String theName, String theCountry) {  
        name = theName;  
        country = theCountry.toUpperCase();  
    } ...  
}
```

name has private access in Town





# Back to our example

## Using the protected keyword

```
public class Town {  
    protected String name;  
    private int inhabitants;  
    ...  
}
```

Bad solution

```
public class Capital extends Town {  
    private String country;  
    public Capital (String theName, String theCountry) {  
        name = theName;  
        country = theCountry.toUpperCase();  
    } ...  
}
```



# Back to our example

## ☉ The danger of the protected keyword

```
public class Town {  
    protected String name;  
    private int inhabitants;  
    ...  
}
```

Encapsulation

```
public class Freetown extends Town {  
    public void setName (String theName) {  
        name = "Hacked by me! » + theName;  
    } ...  
}
```

breaking



# Back to our example

☉ More convincing: an explicit constructor call ?

```
public class Capital extends Town {  
    private String country;  
    public Capital (String theName, String theCountry) {  
        Town(theName);  
        country = theCountry.toUpperCase();  
    } ...  
}
```

cannot resolve symbol: method Town(String)

## Good idea – wrong solution



# Back to our example

☉ The right solution: the super keyword

```
public class Capital extends Town {  
    private String country;  
    public Capital (String theName, String theCountry) {  
        super(theName);  
        this.country = theCountry.toUpperCase();  
    } ...  
}
```

Ok !!!

## What is "this" ?



# Digression: the this keyword

☉ We already used this, the current object: `this.name = name`

```
public class Town {  
    private String name;  
    private int inhabitants;  
    public Town(String name) {  
        this.name = name;  
    }  
    public Town(String name, int nbInH) {  
        this(name);  
        setInhabitants(nbInH);  
    }  
    ...  
}
```



# Back to our example

## Summary

- Class extension
  - Adding attributes and/or methods
- Redefining methods
  - The constructor (obligatory)
  - The introduceYourself() function