Objektovo orientované programovanie

8. cvičenie

Vladislav Novák

Vnorené triedy

- listener (observer) ako inštancia vnorenej triedy
- reakcia na stlačenie tlačidla



Object

https://docs.oracle.com/en/java/javase/21/docs/api/java.base/java/lang/Object.html

protected	Object	clone()	Creates and returns a copy of this object.
public	boolean	equals(Object obj)	Indicates whether some other object is "equal to" this one.
public	int	hashCode()	Returns a hash code value for the object.
public final	Class	<pre>getClass()</pre>	Returns the runtime class of this Object.
public	String	toString()	Returns a string representation of the object.
public final	void	notify()	Wakes up a single thread that is waiting on this object's monitor.
public final	void	notifyAll()	Wakes up all threads that are waiting on this object's monitor.
public final	void	wait()	Causes the current thread to wait until it is awakened, typically by being notified or interrupted.
public final	void	wait(long timeoutMillis)	Causes the current thread to wait until it is awakened, typically by being notified or interrupted, or until a certain amount of real time has elapsed.
public final	void	<pre>wait(long timeoutMillis, int nanos)</pre>	Causes the current thread to wait until it is awakened, typically by being notified or interrupted, or until a certain amount of real time has elapsed.
protected	void	finalize()	Deprecated, for removal: This API element is subject to removal in a future version. Finalization is deprecated and subject to removal in a future release.

Metódy equals() a hashCode()

- ak definujeme, tak definovat' oboje, aby boli konzistentné
- ak equals() vráti true, tak hashCode() oboch objektov musí byť rovnaké
- ak equals() vráti false, tak hashCode() oboch objektov môže ale nemusí byť rôzne

Comparable

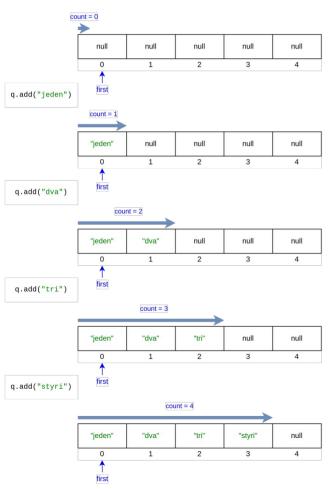
```
public interface Comparable<T> {
   public int compareTo(T o);
}
```

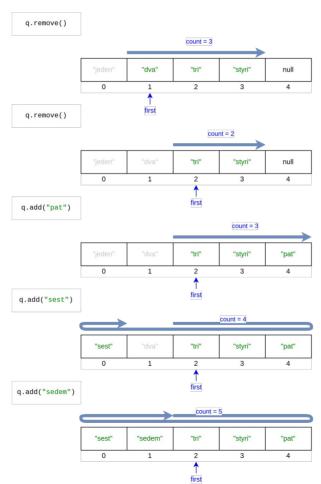
- < záporná hodnota
- = nula
- > kladná hodnota

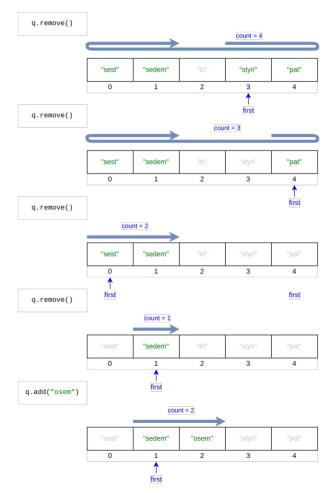
Comparator

- < záporná hodnota
- = nula
- > kladná hodnota

Generické typy - Queue







trieda alebo rozhranie

Generické typy - extends

```
class Person {
    private String name;

    public Person(String name) {
        this.name = name;
    }

    public String getName() {
        return name;
    }
}
```

```
class Employee extends Person {
    private int salary;

    public Employee(String name, int salary) {
        super(name);
        this.salary = salary;
    }

    public int getSalary() {
        return salary;
    }
}
```

```
public static void main(String[] args) {
   Box<Employee> b = new Box<Employee>();
   b.set(new Employee("Laco", 2000));
   Employee e = b.get();
   String n = b.getName();
}
```

```
class Box<TYPE extends Person> {
  private TYPE person;
  public void set(TYPE value) {
    person = value;
  public TYPE get() {
    return person;
  public String getName() {
    return person getName();
```

Genericke typy

```
public interface Map<KEY, VALUE> {
    int size();
    boolean isEmpty();
    boolean containsKey(Object key);
```