

Q19. CS339

## Java's Object Model.

```
foo() {
```

```
  A x;
```

→ Just Reserves space (in stack).

```
}
```

for A type variable during compilation.

```
x = new A();
```

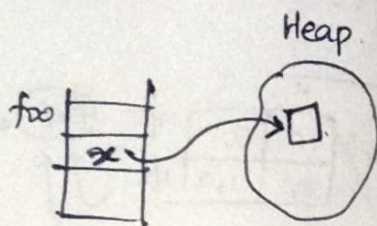
→ Constructor.



Object allocation.

→ Values of fields are stored in heap. That pointer x points to that location.

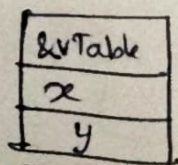
→ Every non-primitive variable is a pointer.



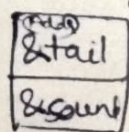
for eg.

int x → Primitive

→ Def<sup>n</sup> of methods doesn't change at runtime. So, the code can be stored at some memory <sup>of method</sup>.



Animal.



VTable.

Code of tail



Code of Sound.

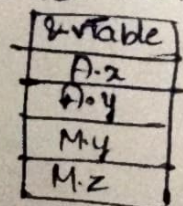


If Objects were allowed to change code at runtime, then, this <sup>way of</sup> storing code is useless.

→ Fields values will be diff for each object. (if x & y)

~~key~~

\* Fields are extended to child class.



Monkey



(or)

\* Animal W = new A();

or  
new M();

but

Monkey W = new A(); → We get error.  
→ Not allowed.



→ Static Vs. Dynamic  
 (Compile Time) (Run Time).

foo(int, bool)  
 foo(int, int)

if foo(5, true);



Can it statically make a decision about what fn is called?



Yes. (Based on arguments) ↓ Decide.

→ Overloading / Static / Compile Time

Polymorphism.

A x,  
 x.foo(),

→ If arguments are same, but it is defined differently in 2 classes, in which 1 is subclass to other, then;

Run Time

Polymorphism / Overriding.

→ If we don't find the variable in child object, → Inheritance it looks for parent object.

→ P2's type is Animal, we don't know whether it stores animal / monkey object type. So, if fields are to be bound statically, then

P2.y will be 10 but not 20.

\* Run type polymorphism → Exists for methods but not for fields.

→ In Java, fields are bound statically.  
resolved

Animal P2;

P2 = new Monkey();

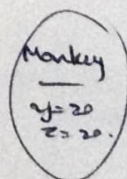
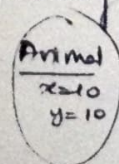
Print ( P2.x    P2.y    ((Monkey)P2).y    (Monkey)P2.z )

↓  
20

↓  
10

↓  
20

↓  
20.





→ Java supports Run Time poly.

`p2.sound();`

`p2.tail();`

`((Animal) p2).tail();`

→ Animal's sound (As monkey object has no sound method)

→ Monkey's Tail

→ Monkey's Tail

→ Object is making decision. (Dispatches msg. to objects)  
p2 is pointing to Monkey object.

→ Field , Method

↓

Static time

↓

Run time.

So, casting types will ~~not~~ work for fields,  
but not for methods.

(lambda msg)

`cond ((eq? msg 'tail) (tail))  
      (eq? msg 'sound) (tail super 'sound)).`

`let ((super (Animal)))`