

# Inheritance

## Extending Classes



**SoftUni Team**  
**Technical Trainers**



**Software  
University**



**SoftUni  
Foundation**



**Software University**

<http://softuni.bg>

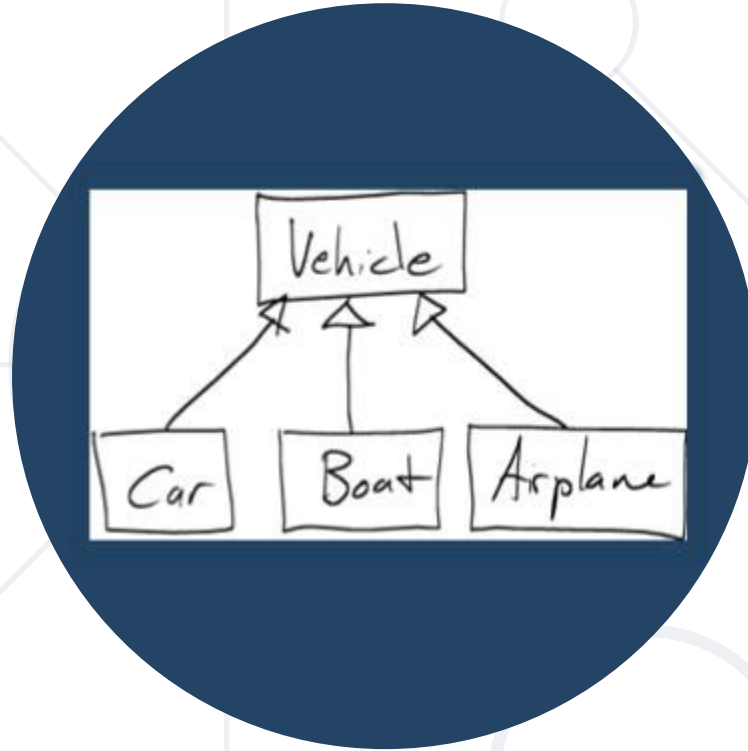
1. Inheritance
2. Class Hierarchies
3. Inheritance in Java
4. Accessing Members of the Base Class
5. Types of Class Reuse
  - Extension, Composition, Delegation
6. When to Use Inheritance



# Have a Question?

sli.do

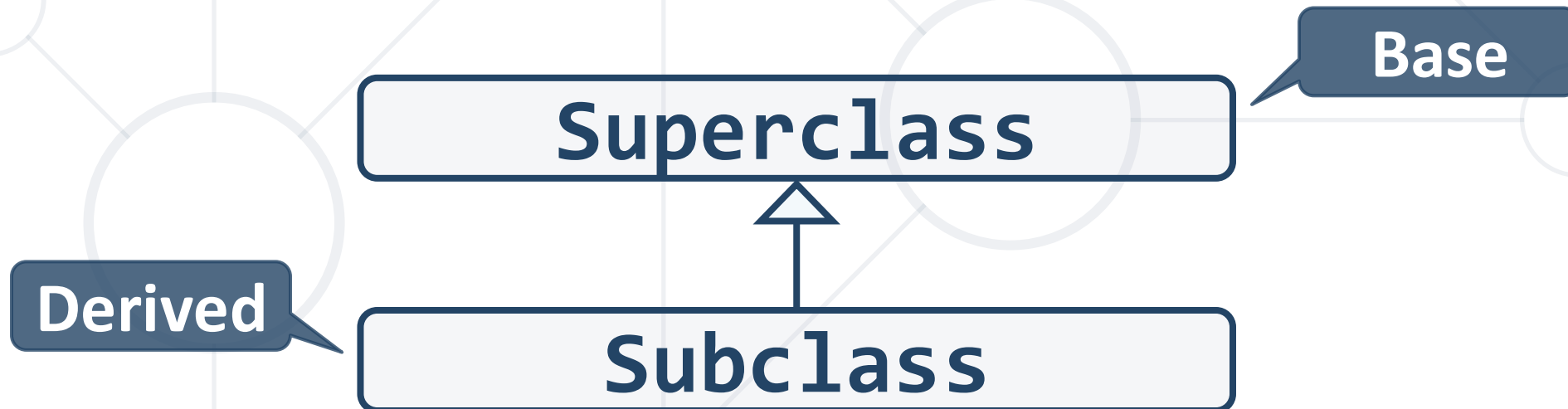
**#java-advanced**



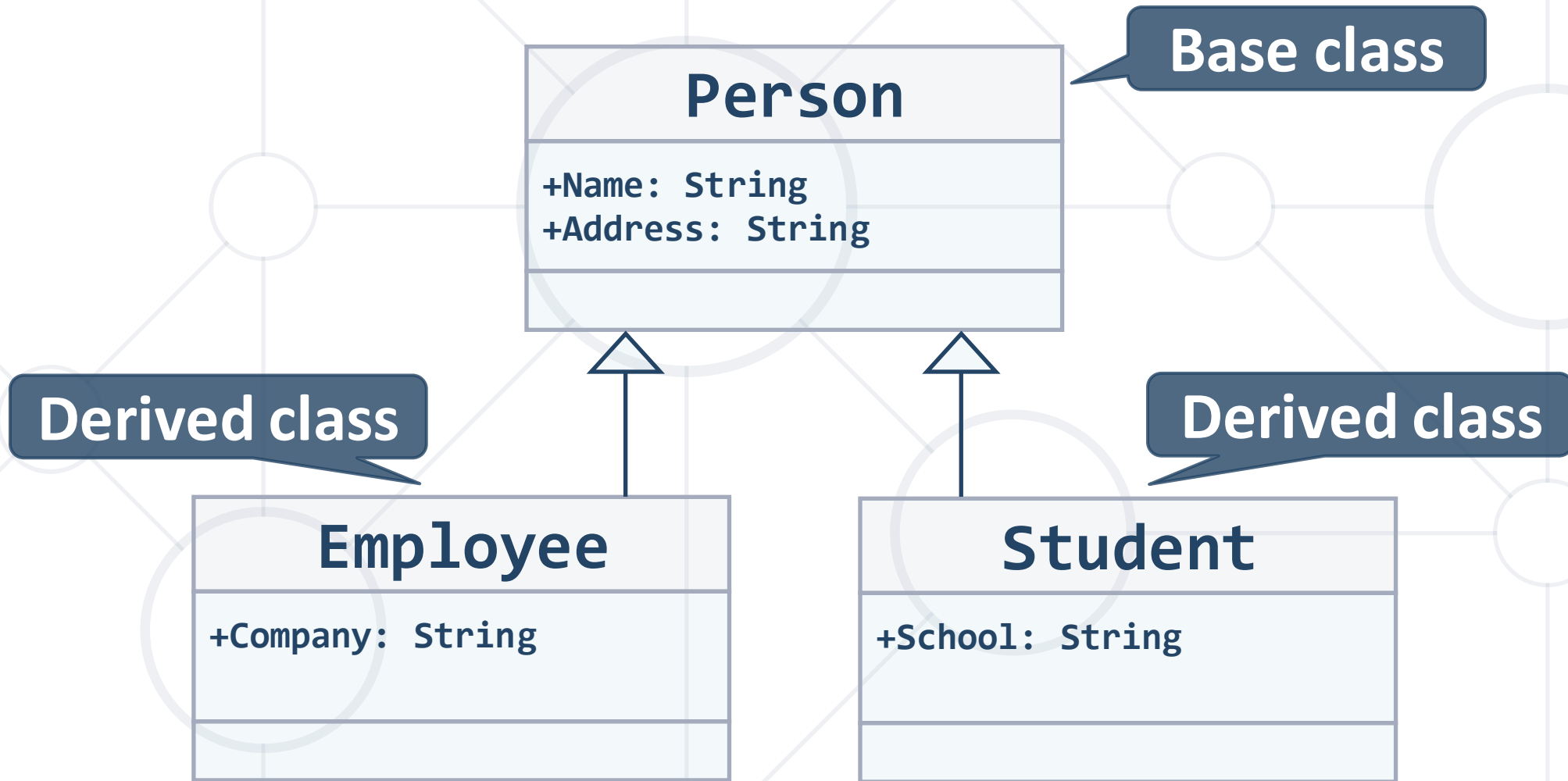
# Inheritance

## Extending Classes

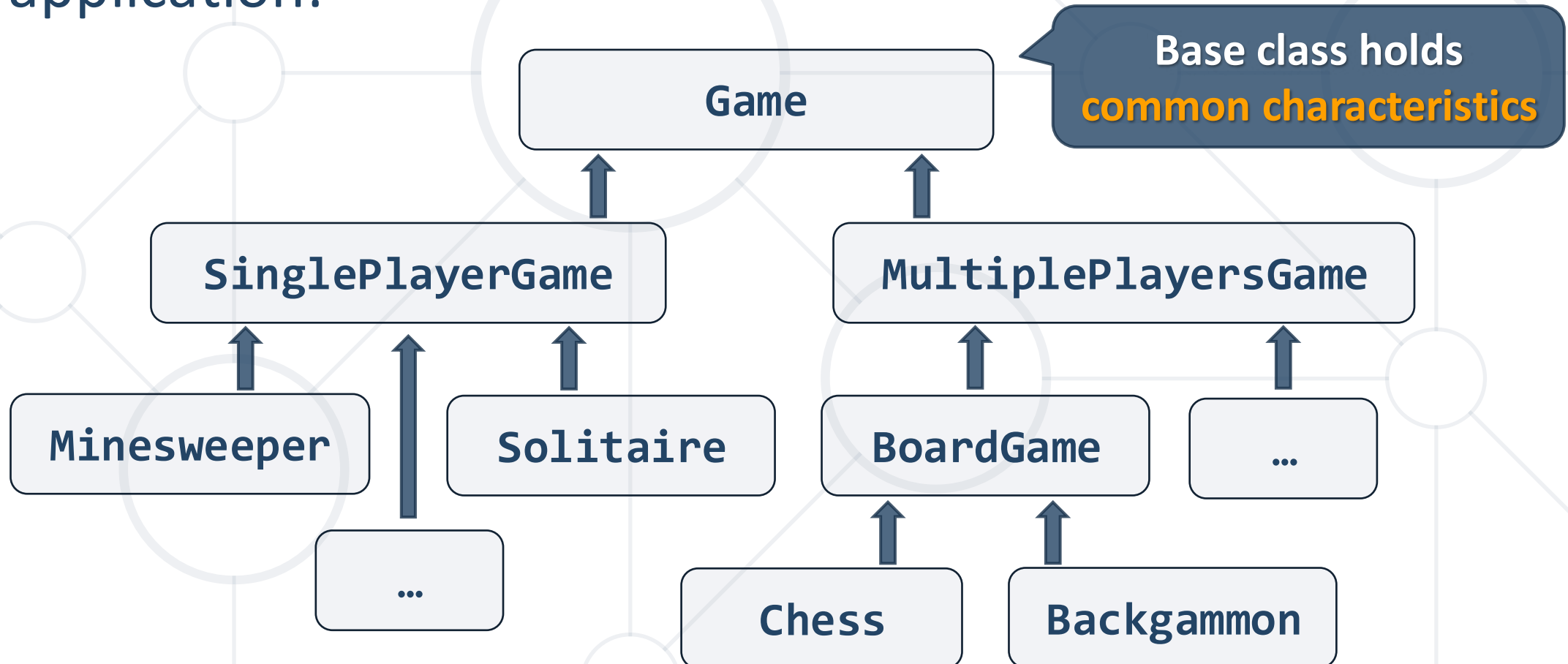
- **Superclass** - Parent class, Base Class
  - The class giving its members to its child class
- **Subclass** - Child class, Derived Class
  - The class taking members from its base class



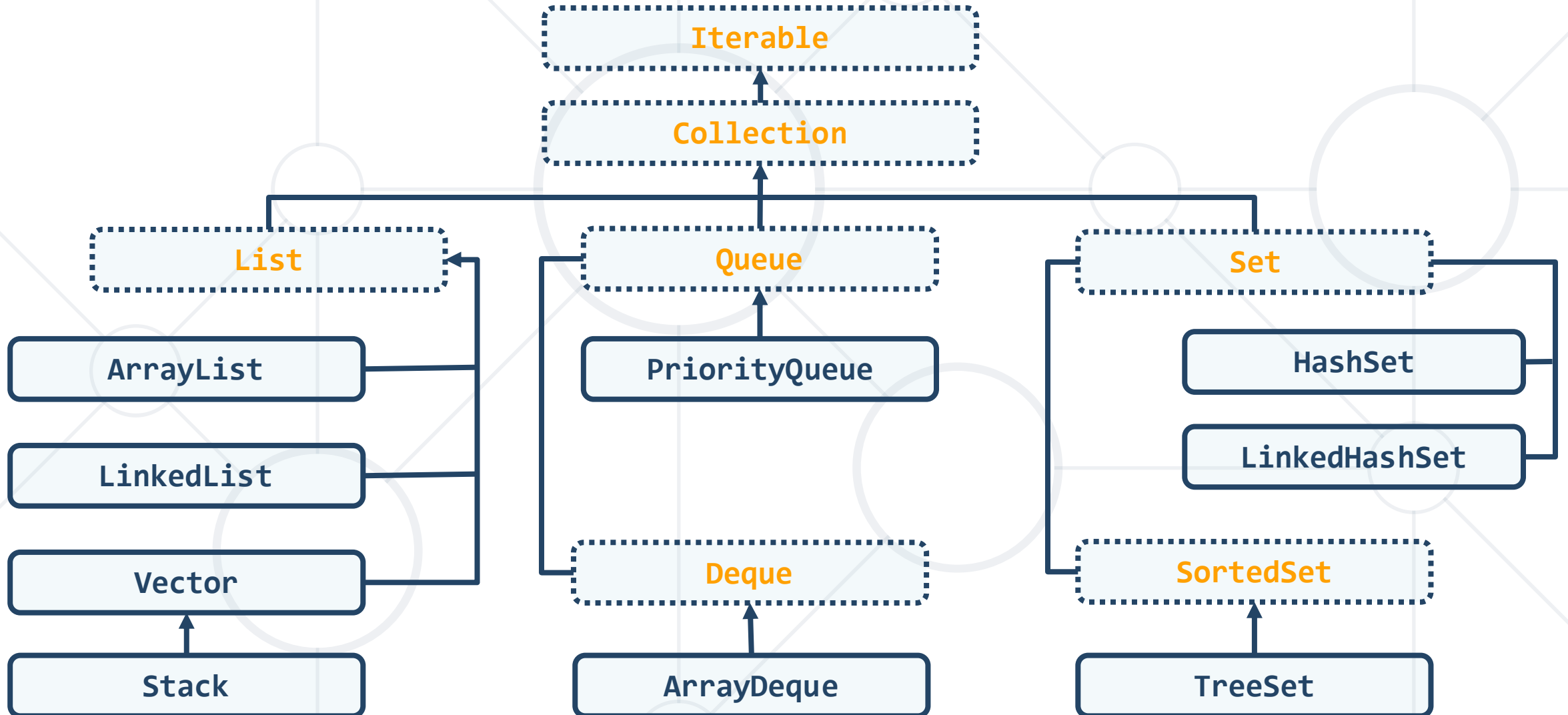
# Inheritance – Example



- **Inheritance** leads to **hierarchies** of classes and/or interfaces in an application:

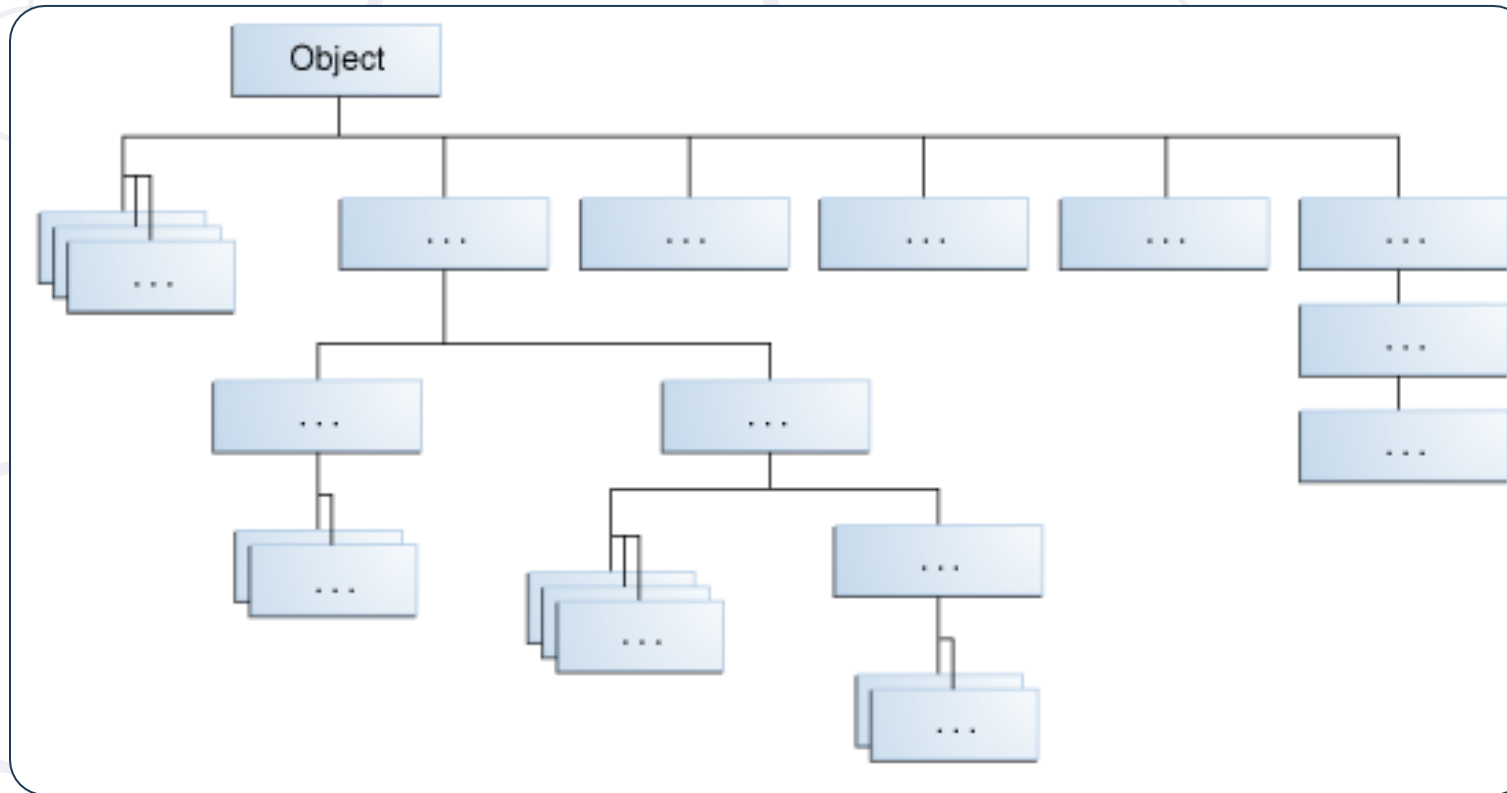


# Class Hierarchies – Java Collection





- **Object** is at the root of Java Class Hierarchy



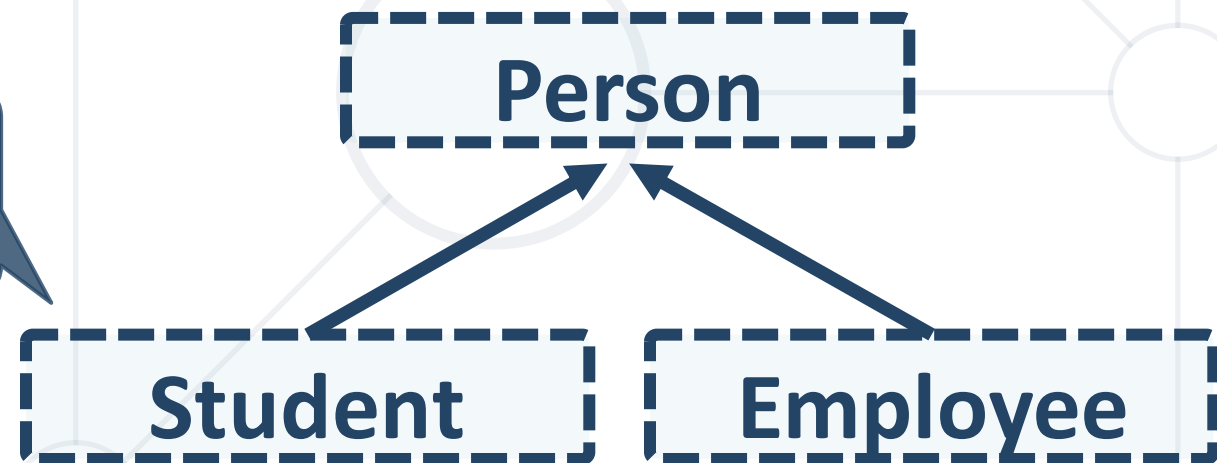
- Java supports inheritance through **extends** keyword

```
class Person { ... }
```

```
class Student extends Person { ... }
```

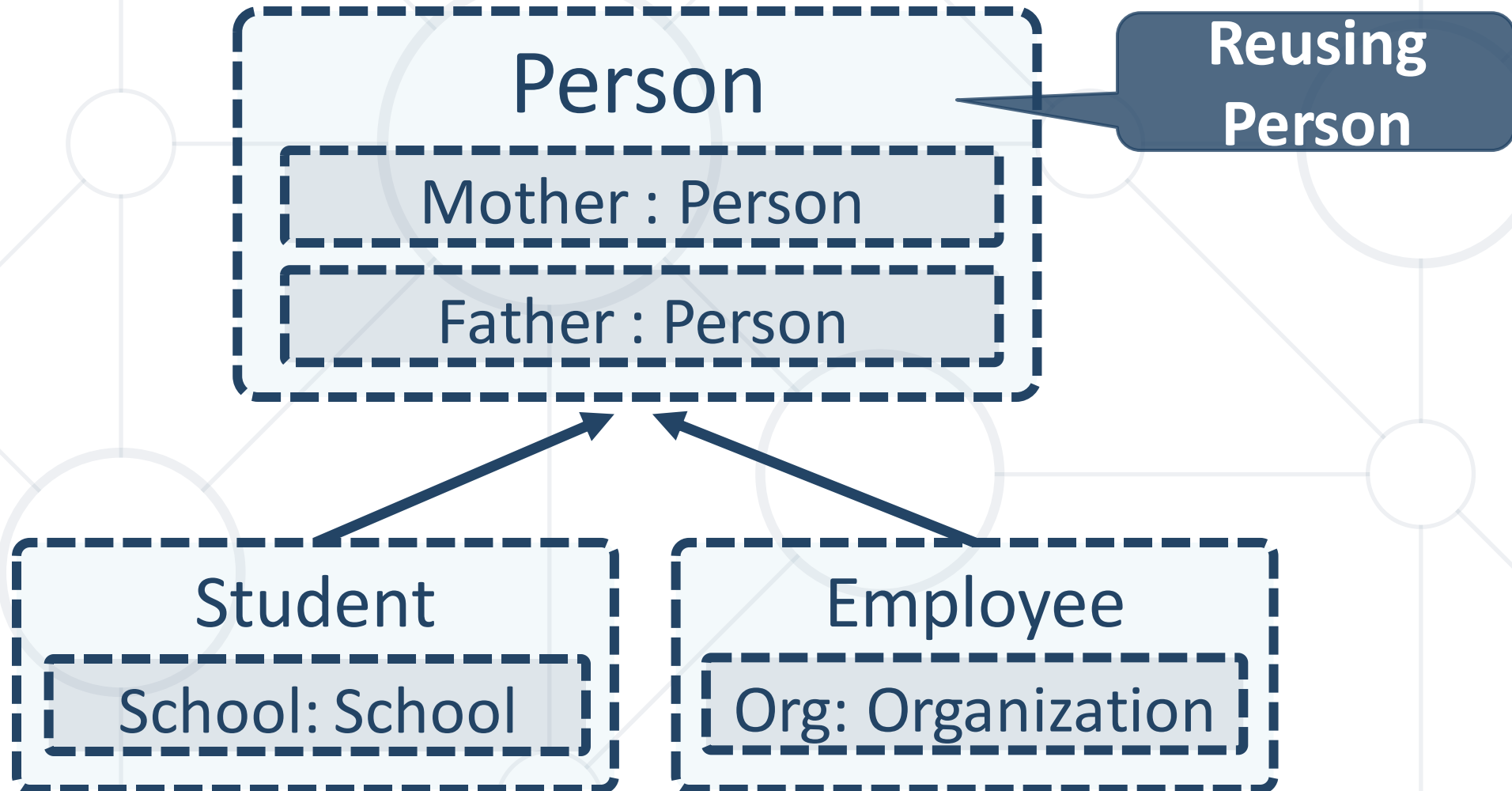
```
class Employee extends Person { ... }
```

Student **extends**  
Person



# Inheritance - Derived Class

- Class **takes all members** from another class



- You can access inherited members as usual

```
class Person { public void sleep() { ... } }  
class Student extends Person { ... }  
class Employee extends Person { ... }
```

```
Student student = new Student();  
student.sleep();  
Employee employee = new Employee();  
employee.sleep();
```

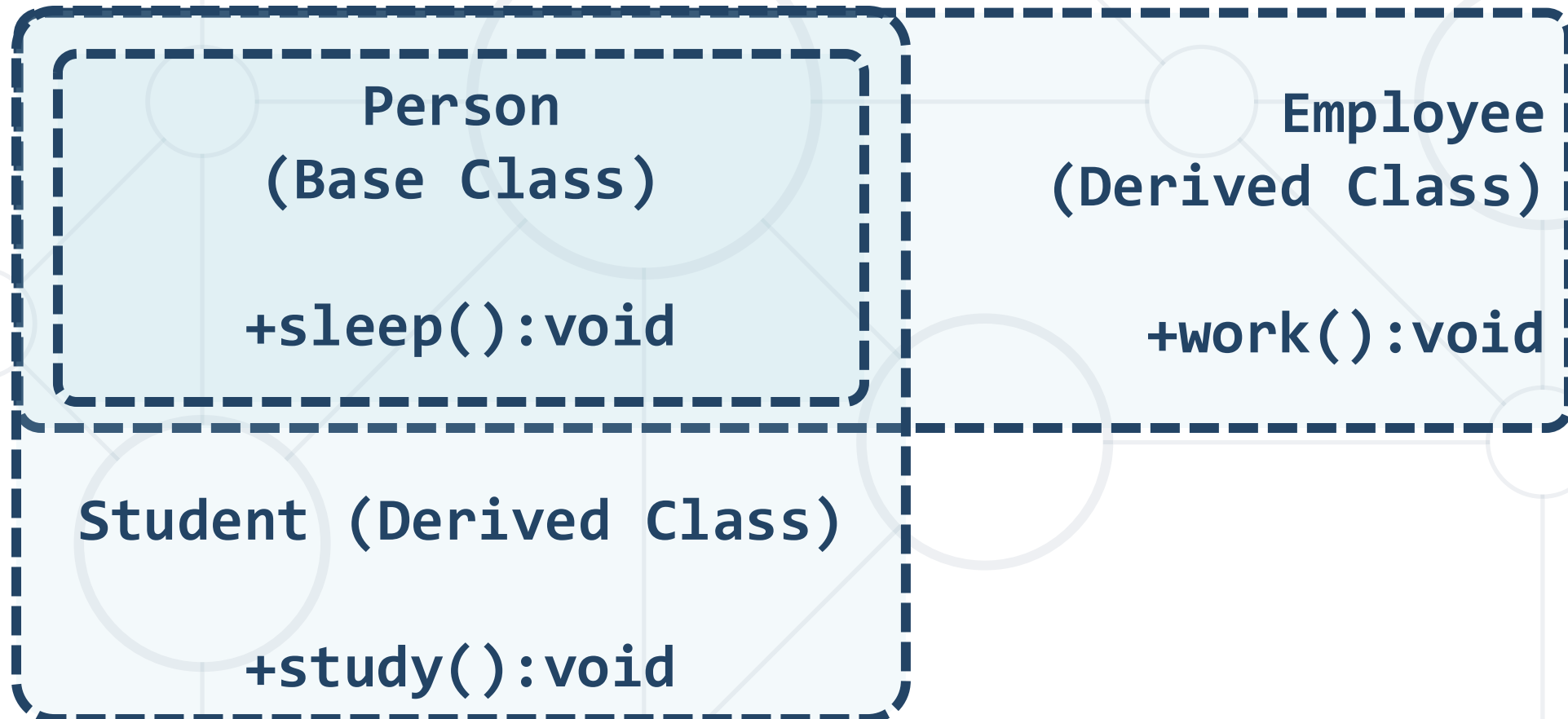
- Constructors are **not inherited**
- Constructors **can be reused** by the child classes

```
class Student extends Person {  
    private School school;  
    public Student(String name, School school) {  
        super(name);  
        this.school = school;  
    }  
}
```

Constructor call  
should be first

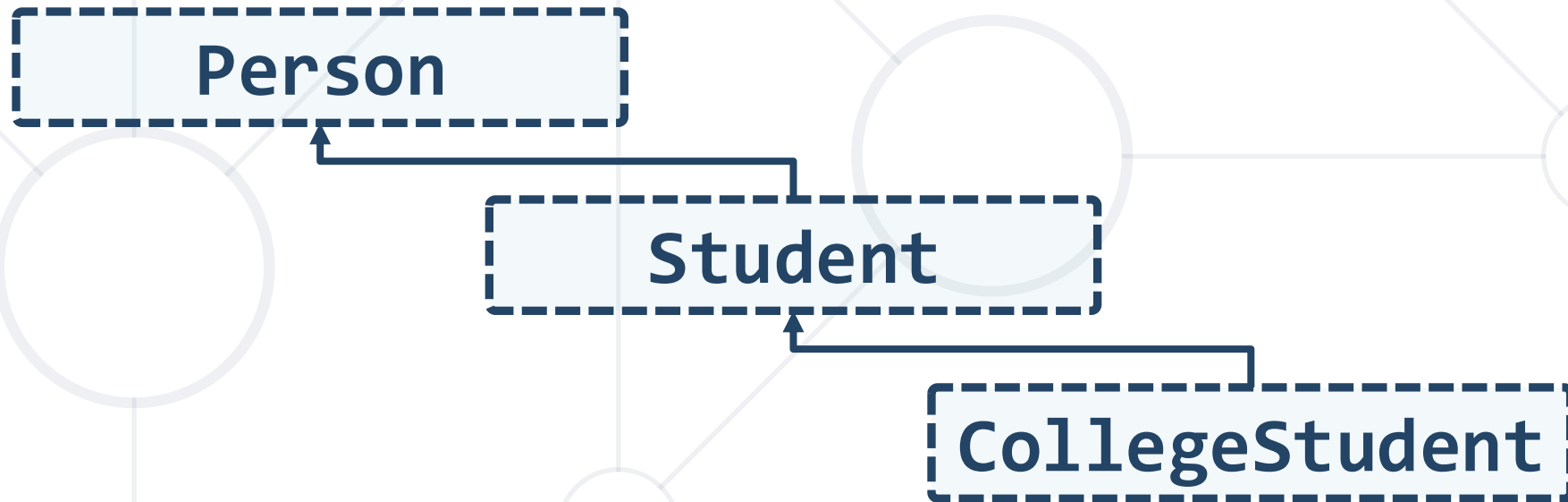
# Thinking About Inheritance - Extends

- Derived class instance **contains** instance of its base class



- Inheritance has a **transitive relation**

```
class Person { ... }  
class Student extends Person { ... }  
class CollegeStudent extends Student { ... }
```



- In Java there is no **multiple** inheritance
- Only **multiple interfaces can be implemented**

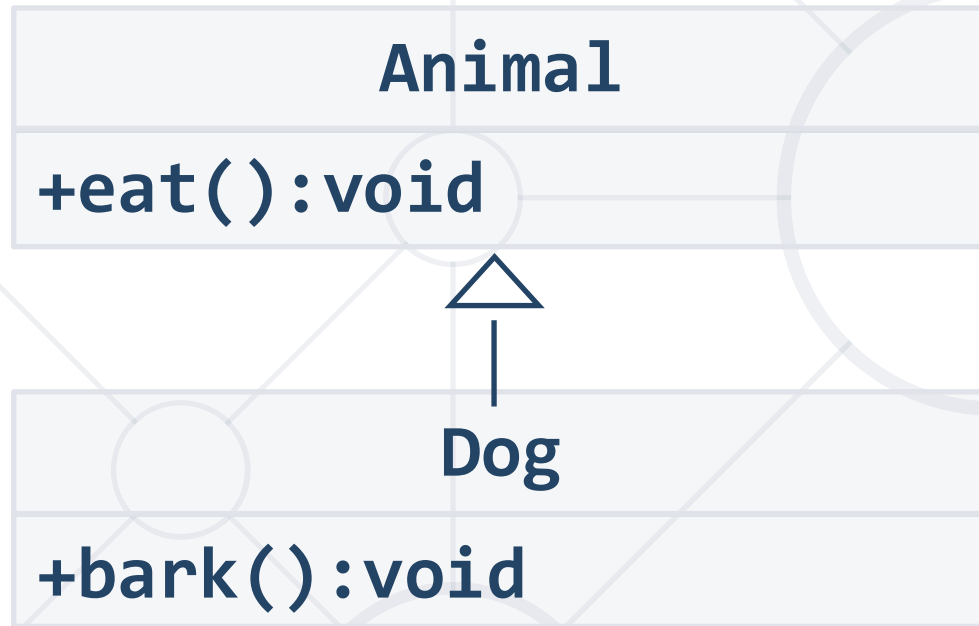




- Use the **super** keyword

```
class Person { ... }  
  
class Employee extends Person {  
    public void fire(String reasons) {  
        System.out.println(  
            super.name +  
            " got fired because " + reasons);  
    }  
}
```

# Problem: Single Inheritance

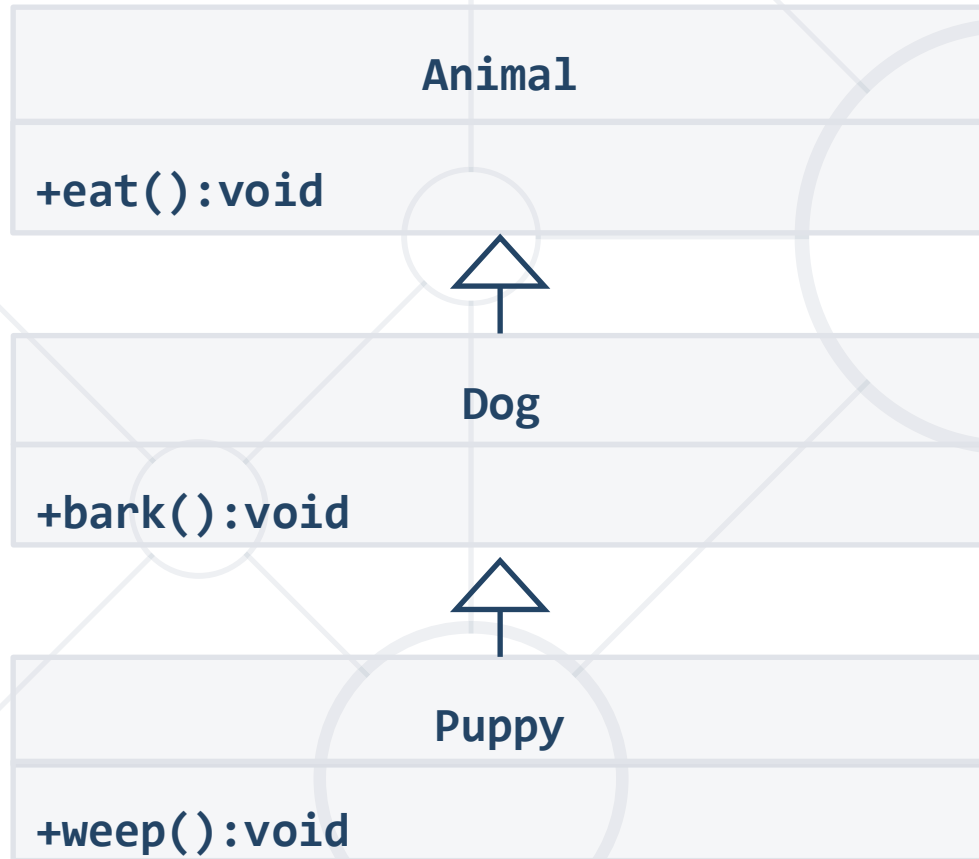


```
public static void main(String[] args) {  
  
    Dog dog = new Dog();  
    dog.eat();  
    dog.bark();  
  
}
```

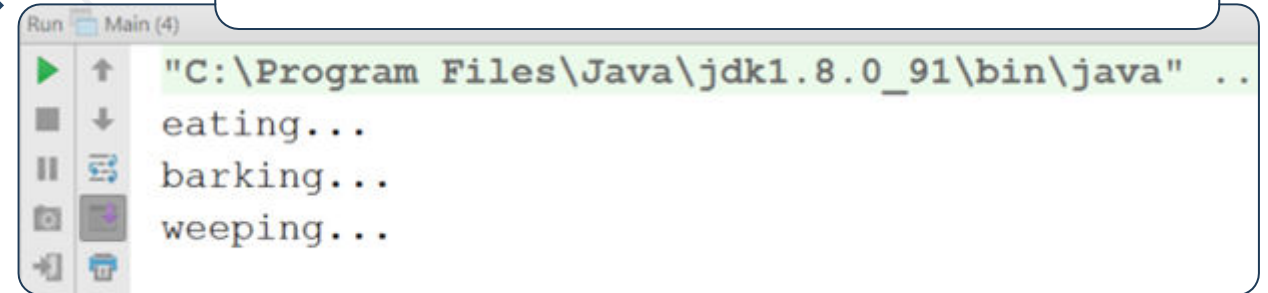


```
Run Main (2)  
"C:\Program Files\Java\jdk1.8.0_91\bin\java" ...  
eating...  
barking...
```

# Problem: Multiple Inheritance



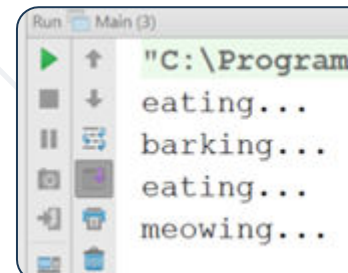
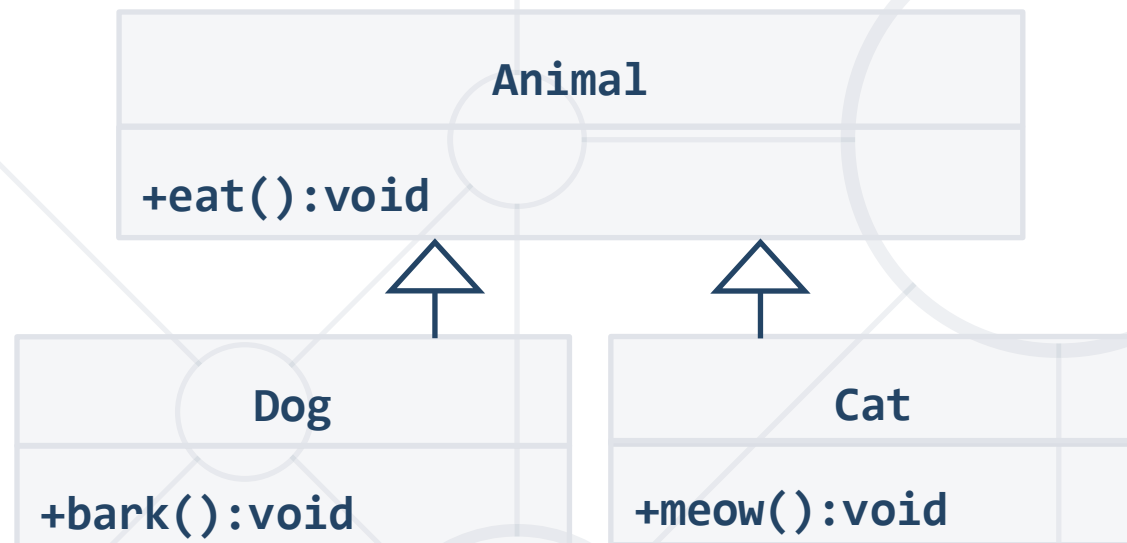
```
Puppy puppy = new Puppy();
puppy.eat();
puppy.bark();
puppy.weep();
```



```
Run Main (4)
"C:\Program Files\Java\jdk1.8.0_91\bin\java" ..
eating...
barking...
weeping...
```

Check your solution here : <https://judge.softuni.bg/Contests/1574/Inheritance-Lab>

# Problem: Hierarchical Inheritance



```
Run Main (3)
"C:\Program
eating...
barking...
eating...
meowing...
```

```
Dog dog = new Dog();
dog.eat();
dog.bark();
```

```
Cat cat = new Cat();
cat.eat();
cat.meow();
```



# Reusing Classes

**Reusing Code at Class Level**

- Derived classes **can access all public** and **protected** members
- Derived classes can access **default** members **if in same package**
- **Private** fields **aren't inherited** in subclasses (can't be accessed)

```
class Person {  
    protected String address;  
    public void sleep();  
    String name;  
    private String id;  
}
```

Can be accessed  
through other methods

- Derived classes **can hide** superclass variables

```
class Person { protected int weight; }
```

```
class Patient extends Person {  
    protected float weight;  
    public void method() {  
        double weight = 0.5d;  
    }  
}
```

hides **int weight**

hides both

- Use **super** and **this** to specify member access

```
class Person { protected int weight; }
```

```
class Patient extends Person {  
    protected float weight;  
    public void method() {  
        double weight = 0.5d;  
        this.weight = 0.6f;  
        super.weight = 1;  
    }  
}
```

Local variable

Instance member

Base class member



- A **child class** can redefine existing methods

```
public class Person {  
    public void sleep() {  
        System.out.println("Person sleeping"); }  
}
```

Method in base class  
**must not be final**

```
public class Student extends Person {  
    @Override  
    public void sleep(){  
        System.out.println("Student sleeping"); }  
}
```

Signature and return  
type **should match**

- **final** – defines a method that **can't be overridden**

```
public class Animal {  
    public final void eat() { ... }  
}
```

```
public class Dog extends Animal {  
  
    @Override  
    public void eat() {} // Error...  
}
```

- Inheriting from a final classes is forbidden

```
public final class Animal {  
    ...  
}
```

```
public class Dog extends Animal { }           // Error..  
public class MyString extends String { }      // Error..  
public class MyMath extends Math { }          // Error..
```

- One approach for providing abstraction

Focus on common  
properties

```
Person person = new Person();  
Student student = new Student();
```

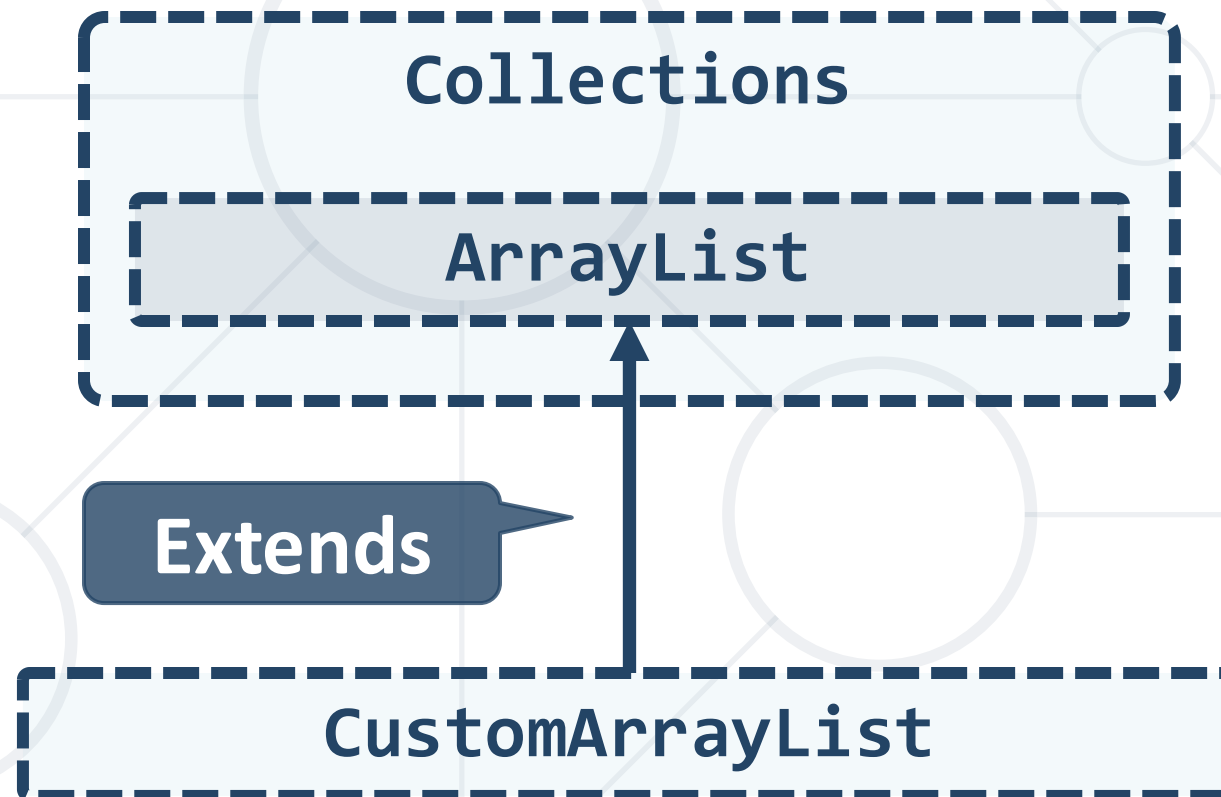
```
List<Person> people = new ArrayList();
```

```
people.add(person);  
people.add(student);
```

Person (Base Class)

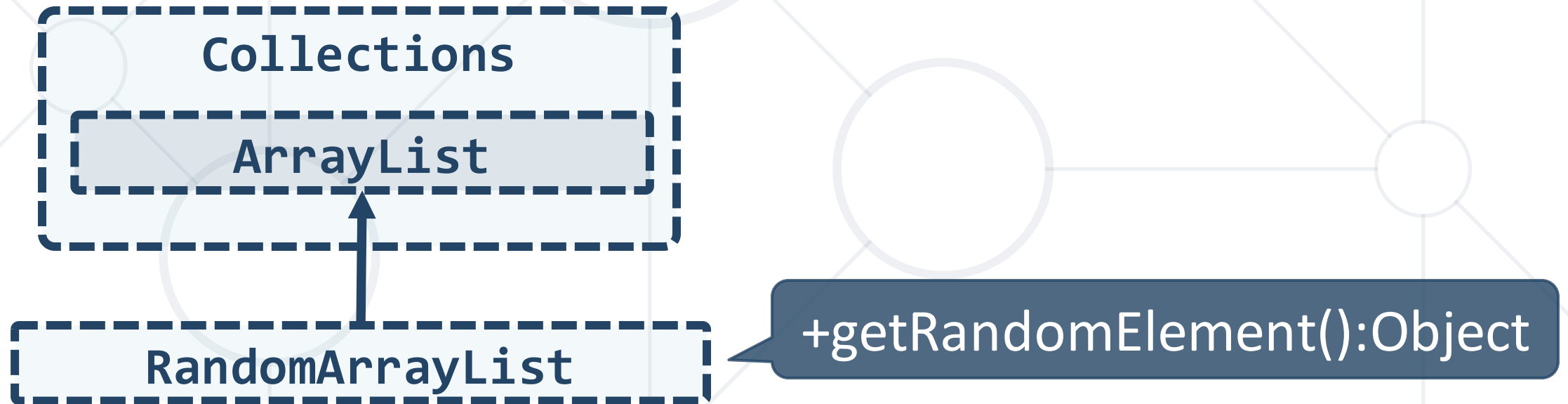
Student (Derived Class)

- We can **extend a class** that we **can't otherwise change**



# Problem: Random Array List

- Create an array list that has
  - All functionality of an ArrayList
  - Function that returns and removes a random element



Check your solution here : <https://judge.softuni.bg/Contests/1574/Inheritance-Lab>

# Solution: Random Array List

```
public class RandomArrayList extends ArrayList {  
    private Random rnd; // Initialize this...  
  
    public Object getRandomElement() {  
        int index = this.rnd.nextInt(super.size());  
        Object element = super.get(index);  
        super.remove(index);  
        return element;  
    }  
}
```



# **Types of Class Reuse**

## **Extension, Composition, Delegation**



- **Duplicate code** is error prone
- **Reuse classes** through **extension**
- Sometimes the only way



- Using classes to define classes

```
class Laptop {  
    Monitor monitor;  
    Touchpad touchpad;  
    Keyboard keyboard;  
    ...  
}
```

Reusing classes

Laptop

Monitor

Touchpad

Keyboard

```
class Laptop {  
    Monitor monitor;  
    void incrBrightness() {  
        monitor.brighten();  
    }  
  
    void decrBrightness() {  
        monitor.dim();  
    }  
}
```

Laptop

Monitor

increaseBrightness()  
decreaseBrightness()

# Problem: Stack of Strings

- Create a simple Stack class which can store only strings

## StackOfStrings

```
-data: List<String>  
+push(String) :void  
+pop(): String  
+peek(): String  
+isEmpty(): boolean
```


## StackOfStrings

ArrayList

```
StackOfStrings sos = new StackOfStrings();  
sos.push("one");  
System.out.println(sos.pop());  
System.out.println(sos.isEmpty());  
System.out.println(sos.peek());
```

# Solution: Stack of Strings

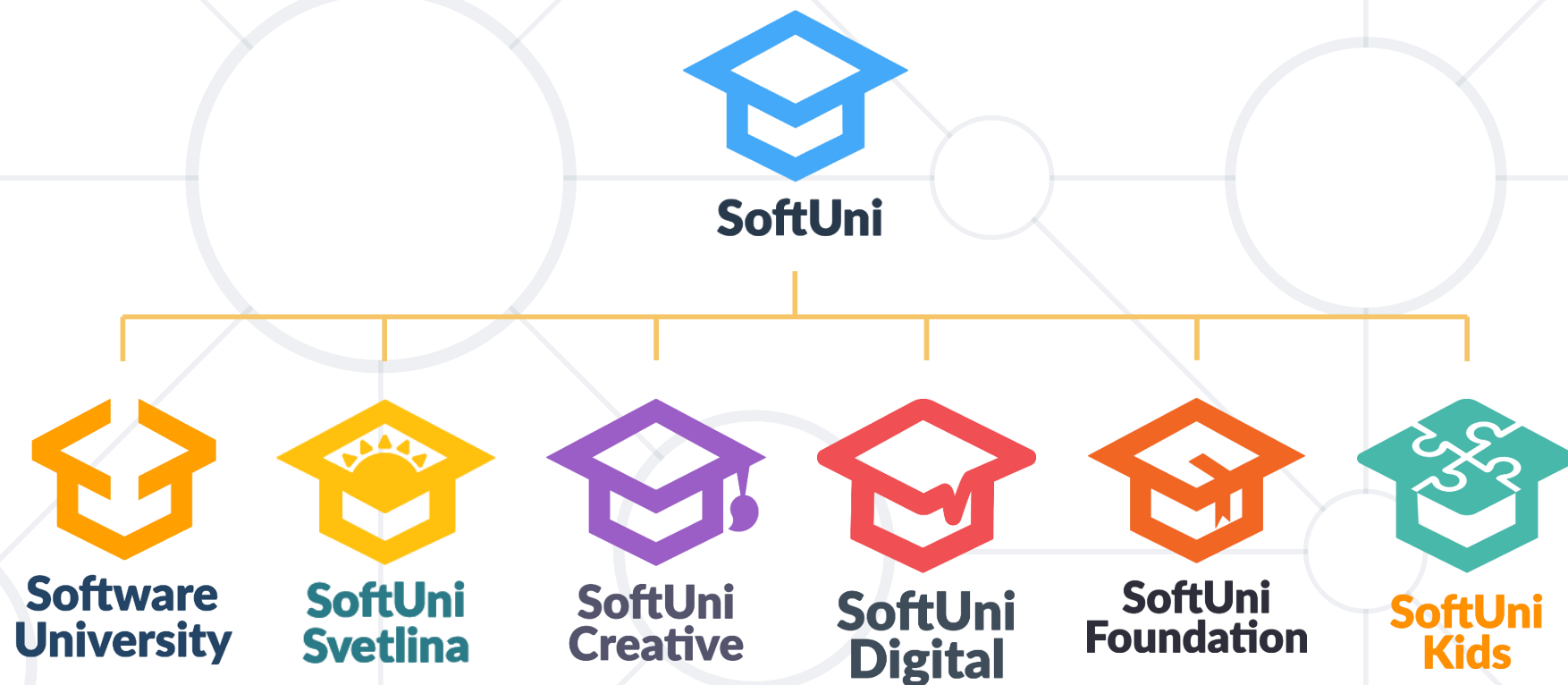
```
public class StackOfStrings {  
    private List<String> container;  
    // TODO: Create a constructor  
    public void push(String item) { this.container.add(item); }  
    public String pop() {  
        // TODO: Validate if list is not empty  
        return this.container.remove(this.container.size() - 1);  
    }  
}
```

- Classes share **IS-A** relationship  Too simplistic
- Derived class **IS-A-SUBSTITUTE** for the base class
- Share the **same role**
- Derived class is the **same as the base class** but adds a **little bit more functionality**

- Inheritance is a powerful tool for **code reuse**
- **Subclass inherits** members from **Superclass**
- Subclass can **override** methods
- Look for classes with the **same role**
- Look for **IS-A** and **IS-A-SUBSTITUTE** for relationship
- Consider **Composition** and **Delegation** instead



# Questions?





# SoftUni Diamond Partners



**XS**software



**SBTech**  
*we know sports*



telenor



**SoftwareGroup**  
*doing it right*

**NETPEAK**



**SmartIT**



**Postbank**

*Решения за твоето утре*

**SUPER  
HOSTING  
.BG**

**INDEAVR**

*Serving the high achievers*



**INFRAGISTICS®**



**STEMO®**  
*Computer Systems & Software*



# SoftUni Organizational Partners



OneBit  
SOFTWARE



WORLD  
OF  
MYTHS

# Trainings @ Software University (SoftUni)

- Software University – High-Quality Education and Employment Opportunities
  - [softuni.bg](http://softuni.bg)
- Software University Foundation
  - <http://softuni.foundation/>
- Software University @ Facebook
  - [facebook.com/SoftwareUniversity](https://facebook.com/SoftwareUniversity)
- Software University Forums
  - [forum.softuni.bg](http://forum.softuni.bg)



- This course (slides, examples, demos, videos, homework, etc.) is licensed under the "Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International" license

