

Inheritance

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1 Definition

- Allows classes to inherit some properties that it shares with other classes
 - Analogous to a common template of classes
 - Allows for sharing common functionality while maintaining encapsulation
- Any class that other classes are inherited from are known as a **superclass**
- Subclasses inherit all the properties and methods from the superclass
 - They can also add their own methods and properties

2 Inheritance Hierarchies

- Subclasses can also be a superclass
- This means we can have a *tree of classes* called an **inheritance hierarchy**

3 Java Implementation

```
1 public class Item
2 // No change to Item needs to be made to specify that it is a superclass
3 {
4     private String title;
5     private int playingTime;
6     private boolean gotIt;
7     private String comment;
8     // constructors and methods omitted.
9 }
```

```
1 public class CD extends Item
2 // This class inherits from the superclass Item
3 {
4     private String artist;
5     private int numberOfTracks;
6     // constructors and methods omitted.
7 }
```

```
1 public class DVD extends Item
2 // This class inherits from the superclass Item
3 {
4     private String director;
5     // constructors and methods omitted.
6 }
```

4 Encapsulation and Inheritance

4.1 Encapsulation

- Encapsulation is the principle that every class should be responsible for itself
 - This can be enforced using the **public** and **private** keywords

4.2 How does Encapsulation work in an Inheritance Hierarchy

- The question to ask is Should sub-classes be able to see all the properties and methods in their super classes

4.3 More Access Modifiers

4.3.1 Public

- Everyone Can see it

4.3.2 Private

- Only *This Class* can see it

4.3.3 Protected

- Only *this class* and its *subclasses* and the *package* can see it

4.3.4 Default

- Only *this class* and the *package* can see it

5 Encapsulation and Constructors

- Constructors are the special method that are called on creation using te `new` keyword

5.1 super-class constructor

- In Java, the `super()` keyword is used to call the constructor of the superclass.
- This is useful for initializing the state of the superclass when creating an instance of a subclass.
- The call to `super()` **must be the first statement in the subclass constructor**.
- If the superclass constructor requires arguments, they must be provided in the `super()` call.

```

1 public class Item {
2     private String title;
3     private int playingTime;
4     private boolean gotIt;
5     private String comment;
6
7     public Item(String title, int playingTime) {
8         this.title = title;
9         this.playingTime = playingTime;
10        this.gotIt = false;
11        this.comment = "";
12    }
13}
```

```

1 public class CD extends Item {
2     private String artist;
3     private int numberOfTracks;
4
5     public CD(String title, int playingTime, String artist, int numberOfTracks) {
6         super(title, playingTime); // Call to superclass constructor
7     }
8 }
```

```
7     this.artist = artist;
8     this.numberOfTracks = numberOfTracks;
9 }
10 }
```

- Encapsulation is maintained because the superclass's private fields are not directly accessible by the subclass.
- The subclass can only interact with the superclass's fields through the superclass's public or protected methods.
- This ensures that the internal state of the superclass is protected and can only be modified in controlled ways.

6 The Object Class

- All items inherit from `Object`
- This allows for the default constructor and the `equals()` method
- It also allows to pass any object to `System.out.println()`