

## 8.2 Programming with inheritance

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- Constructors in Derived Classes
- Call to an Overridden Method
- Assignment Compatibility
- "Is a" and "Has a" Relationships
- The Class Object
- toString()
- A Better equals Method



# Example of Adding Constructor in a Derived Class: **Student**

```
public class Student extends Person
{
    private int studentNumber;
    public Student()
    {
        super();
        studentNumber = 0;
    }
    ...
}
```

- Two new constructors (one on next slide)
  - » default initializes attribute `studentNumber` to 0
- *super* must be **action** in a constructor definition
  - » Included automatically by Java if it is not there
  - » *super()* calls the parent **constructor**

# Example of Adding Constructor in a Derived Class: **Student**


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- Passes parameter `newName` to constructor of parent class
- Uses second parameter to initialize instance variable that is not in parent class.

```
public class Student extends Person
{
    ...
    public Student(String newName, int newStudentNumber)
    {
        super(newName); // Person(newName); illegal
        studentNumber = newStudentNumber;
    }
    ...
}
```

# Super()

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- If you do not include a call to the base-class constructor, Java will automatically include a call to the  constructor of the base class as the first action of any constructor for a derived class.
  - » equivalent

```
public Student()  
{  
    super( );  
    studentNumber = 0;  
}  
=====
```

```
public Student()  
{  
    studentNumber = 0;  
}
```

# More about Constructors in a Derived Class

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- Constructors can call other [redacted]
- Use **super** to invoke a constructor in [redacted] class
  - » as shown on the previous slide
- Use **this** to invoke a constructor [redacted] in the class
  - » shown on the next slide
- Whichever is used must be the [redacted] action taken by the constructor
- Only one of them can be first, so if you want to invoke both:
  - » Use a call with `this` to call a constructor with `super`

# Example of a constructor using

Student class has a constructor with two parameters: `String` for the name attribute and `int` for the `studentNumber` attribute

```
public Student(String newName, int newStudentNumber)
{
    super(newName);
    studentNumber = newStudentNumber;
}
```

Another constructor within `Student` takes just a `String` argument and initializes the `studentNumber` attribute to a value of 0:

- » calls the constructor with two arguments, `initialName` (`String`) and 0 (`int`), within the same class

```
public Student(String initialName)
{
    this(initialName, 0);
}
```

# Call to an Overridden Method

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- Use `super` to call a method in the parent class that was overridden (redefined) in the derived class
- Example: `Student` redefined the method `writeOutput` of its parent class, `Person`
- Could use `super.writeOutput()` to invoke the overridden (parent) method

```
public void writeOutput()  
{  
    super.writeOutput();  
    System.out.println("Student Number : "  
                        studentNumber);  
}
```

```

public int getStudentNumber( )
{
    return studentNumber;
}
public void setStudentNumber(int newStudentNumber)
{
    studentNumber = newStudentNumber;
}

public void writeOutput( ) ///
{
    System.out.println("Name: " + getName( ));
    System.out.println("Student Number: " + studentNumber);
}
public boolean equals(Student otherStudent) //
{
    return (this.sameName(otherStudent)
        && (this.studentNumber == otherStudent.studentNumber));
}

public String toString( )
{
    return("Name: " + getName( )
        + "\nStudent number: "
        + studentNumber);
}
}

```





# Listing 8.4 A Derived Class of a Derived Class Class - Undergraduate.java

// Listing 8.4 A Derived Class of a Derived Class

```
public class Undergraduate extends Student
{
    private int level; //1 for freshman, 2 for sophomore,
                      //3 for junior, or 4 for senior.

    public Undergraduate( )
    {
        super( ); //
        level = 1;
    }

    public Undergraduate(String initialName,
                          int initialStudentNumber, int initialLevel)
    {
        super(initialName, initialStudentNumber); //
        setLevel(initialLevel); //Checks 1 <= initialLevel <= 4
    }
}
```



```

public void reset(String newName,
                  int newStudentNumber, int newLevel)
{
    // invokes the method named reset in the base class Student
    reset(newName, newStudentNumber);
    setLevel(newLevel); //Checks 1 <= newLevel <= 4
}
public int getLevel( )
{
    return level;
}
public void setLevel(int newLevel)
{
    if ((1 <= newLevel) && (newLevel <= 4))
        level = newLevel;
    else
    {
        System.out.println("Illegal level!");
        System.exit(0);
    }
}
public void writeOutput( ) //
{
    super.writeOutput( ); //
    System.out.println("Student Level: " + level);
}

```

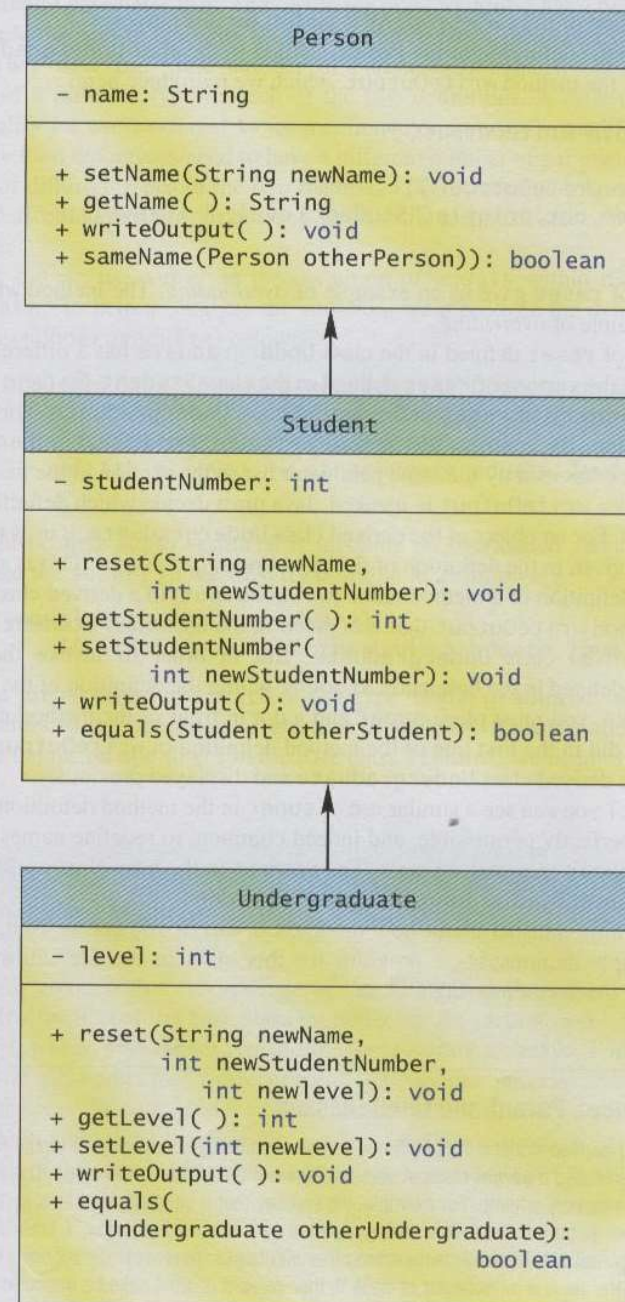


```
public boolean equals(Undergraduate otherUndergraduate)
{
    return equals((Student)otherUndergraduate) &&
        (this.level == otherUndergraduate.level);
}
/* // Alternate version
public boolean equals(Undergraduate otherUndergraduate)
{
    return super.equals(otherUndergraduate) &&
        (this.level == otherUndergraduate.level);
}
*/
```



# Figure 8.4 Some more Details of a UML class Hierarchy- Undergraduatedemo.java

■ DISPLAY 7.8 Some More Details of a UML Class Hierarchy



# You cannot use multiple supers

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- You cannot repeat the use of `super` to invoke a method from some ancestor class other than a direct parent.
- Ex) `super.super.writeOutput();` //ILLEGAL!!

# What is the "Type" of a Derived class?

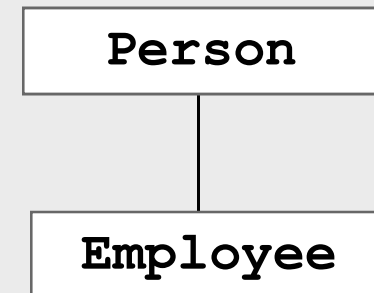
- Derived classes have more than one type
  - » they have the type of the derived class (the class they define)
  - » They also have the type of every ancestor class
    - all the way to the top of the class hierarchy
  - » Every instances of derived classes is also an object of the ancestor class

```
Person josephine;
```

```
Employee boss = new Employee();
```

```
Person josephine;
```

```
Person boss = new Employee();
```



Person is the parent class of Employee in this example.

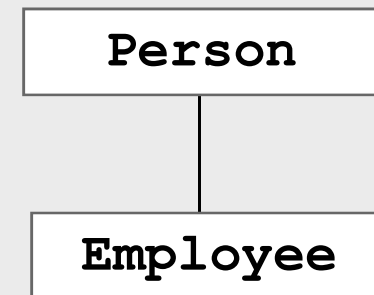
# Assignment Compatibility

- **Can** assign an object of a derived class to a variable of any ancestor type

```
Person josephine;  
Employee boss = new Employee();  
josephine = boss;
```

- Can **not** assign an object of an ancestor class to a variable of a derived class type

```
Person josephine = new Person();  
Employee boss;  
boss = josephine;
```



Person is the  
parent class of  
Employee in  
this example.

# An object Can have More than One Type

```
public class SomeClass
{
    public static void compareNumbers(Student s1, Student s2)
    {
        if (s1.getStudentNumber() == s2.getStudentNumber())
            System.out.println(s1.getName()
                               + " has the same number as "
                               + s2.getName());
        else
            System.out.println(s1.getName()
                               + " has the different number as "
                               + s2.getName());
    }
}
```





```
import java.util.Scanner;

public class UseSomeClass
{
    public static void main(String[] args)
    {
        Scanner keyboard = new Scanner(System.in);
        Student studentObject = new Student("Jane Doe", 1234);
        System.out.println("Enter Name: ");
        String undergradName = keyboard.next();
        System.out.println("Enter student number : ");
        int undergradStudentNumber = keyboard.nextInt();
        Undergraduate undergradObject =
            new
Undergraduate(undergradName, undergradStudentNumber, 1);

        SomeClass.compareNumbers(studentObject,
undergradObject);
    }
}
```



C:\WINDOWS\system32\cmd.exe

Enter Name :

KKK

Enter student number :

1234

Jane Doe has the same number as KKK

계속하려면 아무 키나 누르십시오 . . .

C:\WINDOWS\system32\cmd.exe

Enter Name :

kkk

Enter student number :

1111

Jane Doe has the different number as kkk

계속하려면 아무 키나 누르십시오 . . .

```
import java.util.Scanner;
public class UseSomeClass2
{
    public static void main(String[] args)
    {
        Scanner keyboard = new Scanner(System.in);
        Person joePerson = new Person("Josephine Student");
        System.out.println("Enter Name: ");
        String newName = keyboard.nextLine();

        Undergraduate someUndergrad =
            new Undergraduate(newName,222,3);
        if (joePerson.hasSameName(someUndergrad))
            System.out.println("Wow, same names! ");
        else
            System.out.println("Different names ");
    }
}
```

C:\WINDOWS\system32\cmd.exe

Enter Name:

Josephine Student

Wow, same names!

계속하려면 아무 키나 누르십시오 . . .

```
public class Person
{
    private String name;

    public Person( )
    {
        name = "No name yet";
    }

    public Person(String initialName)
    {
        name = initialName;
    }

    public void setName(String newName)
    {
        name = newName;
    }

    public String getName( )
    {
        return name;
    }

    public void writeOutput( )
    {
        System.out.println("Name: " + name);
    }

    public boolean hasSameName(Person otherPerson)
    {
        return this.name.equalsIgnoreCase(otherPerson.name);
    }
}
```



```
public class UseSomeClass3
{
    public static void main(String[] args)
    {
        Person p1, p2;
        Student s = new Student();
        Undergraduate ug = new Undergraduate();
        p1 = s;
        p2 = ug;

        p1 = new Student();
        p2 = new Undergraduate();

        Student s2 = new Person();
        Undergraduate ug2 = new Person();
        Undergraduate ug3 = new Student();
    }
}
```



**D:\My Documents\@@@@@jv\ch07\UseSomeClass3.java:14:**

**Student s2 = new Person();**  
^

**D:\My Documents\@@@@@jv\ch07\UseSomeClass3.java:15:**

**Undergraduate ug2 = new Person();**  
^

**D:\My Documents\@@@@@jv\ch07\UseSomeClass3.java:16:**

**Undergraduate ug3 = new Student();**  
^

**3 errors**

**Tool completed with exit code 1**



```
public class UseSomeClass4
{
    public static void main(String[] args)
    {
        Undergraduate ug, ug2;
        Person p = new Person();
        ug = p;
        Student s = new Student();
        ug2 = s;
    }
}
```



**D:\My Documents\@@@@@jv\ch07\UseSomeClass4.java:7:  
incompatible types**

**found : Person**

**required: Undergraduate**

**ug = p;  
^**

**D:\My Documents\@@@@@jv\ch07\UseSomeClass4.java:9:  
incompatible types**

**found : Student**

**required: Undergraduate**

**ug2= s;  
^**

**2 errors**

**Tool completed with exit code 1**





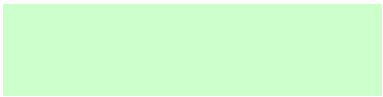
# "Is a" and "Has a" Relationships

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- Inheritance is useful for "is a" relationships.
  - » A student **"is a"** person.
  - » `Student` inherits from `Person`.
- Inheritance is usually **not** useful for "has a" relationships.
  - » A student "has a(n)" enrollment date.
  - » Add a `Date` object as an instance variable of `Student` instead of having `Student` inherit from `Date`.
- If it makes sense to say that an object of `Class1` "is a(n)" object of `Class2`, then consider using inheritance.

# The Class Object

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- Object Class as 
  - » a class that is an ancestor of every class
  - » *All* classes derive from the original, predefined class `Object`
  - » `Object` is called the *Eve* class since it is the original class for all other classes
- The Class Object does have some methods that every Java class inherits.
  - » `ex) equals()`
  - » `ex) toString()`
  - » `ex) clone()`

# toString()

**// A Derived Class**

```
public class Student extends Person
{
    private int studentNumber;
    .....
    public String toString( )
    {
        return("Name: " + getName( )
            + "\nStudent number: "
            + studentNumber);
    }
}
```



```
public class ToStringTest
{
    public static void main(String[] args)
    {
        Student s = new Student("Joe Student", 2001);
        System.out.println(s.toString());
        System.out.println(s);
    }
}
```



C:\WINDOWS\system32\cmd.exe

Name: Joe Student

Student number: 2001

Name: Joe Student

Student number: 2001

계속하려면 아무 키나 누르십시오 . . .



# A Better equals Method

## listing 8.5

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- Listing 8.2 Student Class
  - » public boolean **equals(Student otherStudent)**
- Object Class.
  - » public **boolean equals(Object otherObject)**
- **studentPar.equals(objectPar)**
  - » **Object objectPar** 이라면
  - » ➔ invoke equals() method of Object Class (Error!!!)
  - » ➔ Java will use the definition of equals defined for the equals method **defined for the class Object.**

# A subtle point about overloading and overriding

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- Ex) Equals() of Undergraduate Class & Equals() of Student Class
  - » different parameter list (same number of parameters, different type)
    - parameter of Equals of **Student Class** : Student Class
    - parameter of Equals of **Undergraduate Class** : Undergraduate Class
  - » in some technical sense, overloading and not overriding
  - » Why did we use super in the definition of equals ?

```
public boolean equals(Undergraduate otherUndergraduate)
{
    return (super.equals(otherUndergraduate)
        && (this.level == otherUndergraduate.level));
}
```

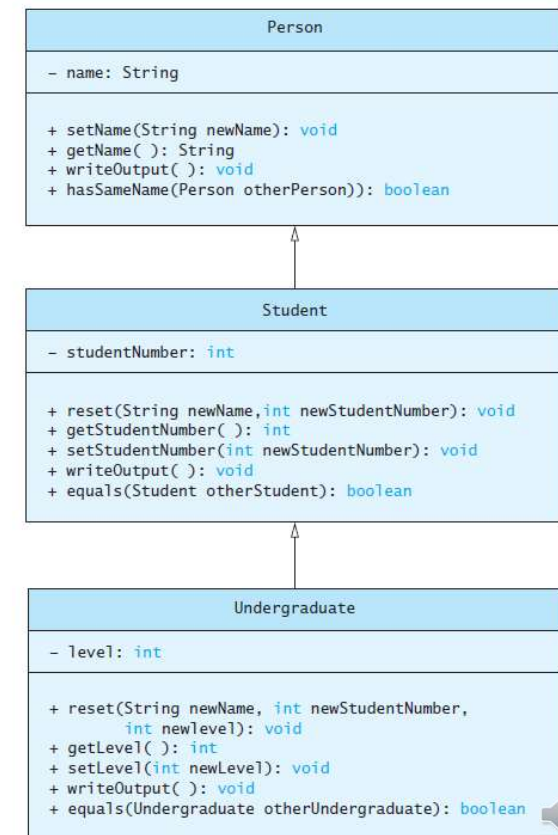


## // Listing 8.5. A better equals Method for the Class Student

```
public boolean equals (Object otherObject)
{
    boolean isEqual = false;
    if ((otherObject != null) &&
        (otherObject instanceof Student))
    {
        Student otherStudent = (Student) otherObject;
        isEqual = this.sameName (otherStudent) &&
            (this.studentNumber ==
             otherStudent.studentNumber);
    }

    return isEqual;
}
```

FIGURE 8.4 More Details of the UML Class Hierarchy Shown in Figure 8.2



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