# 10. Inheritance and Polymorphism

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## Objectives

- Describe the significance of inheritance in OOP.
- Write programs that are easily extensible and modifiable by applying polymorphism in program design.
- Define data members and methods, using the protected modifier.

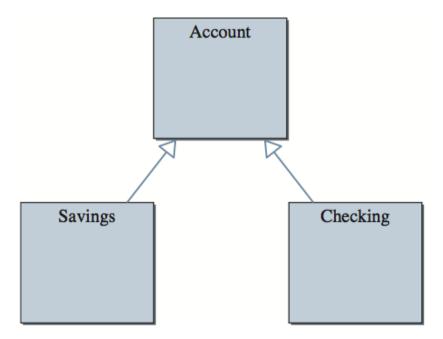
 Inheritance is a mechanism where in a new class is derived from an existing class. In Java, classes may inherit or acquire the non private data members and non private methods of other classes. A class derived from another class is called a subclass, whereas the class from which a subclass is derived is called a superclass.

- Every classes in Java must inherit from other class.
- We can declare that one class inherit another class by using the 'extends' keyword in the class definition.

- In programmer-defined class, if there is no explicit 'extends' declared in that class, it extends Java Object class by default.
  - These 2 classes are equivalent

```
public class Account {
    public class Account extends Object{
}
```

 Ex. From this class hierarchy, Savings and Checking class acquire all non private data members and non private methods from Account class



All 3 classes from class hierarchy

```
public class Account {
public class Saving extends Account{
public class Checking extends Account{
```

#### Superclass:

 A class that has been extended by another class. It allows the extending class to inherit its state and behaviors.

Called superclass, base class or parent class.

Eg. Account class

#### • Subclass:

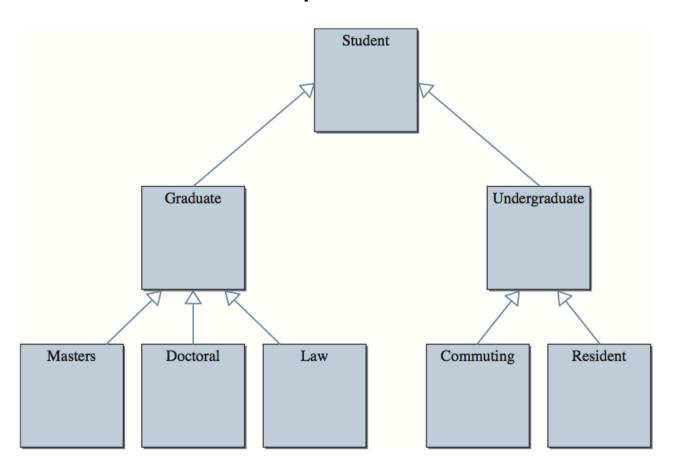
 A class that extends another class. The subclass inherits the state and behaviors of the class it extends.

Called subclass, derived class or child class.

Eg. Savings, Checking class

- Inheritance is very powerful, and if it is used properly, we can develop complex programs very efficiently and elegantly.
- Inheritance is not limited to one level. A subclass can be a superclass of other classes, forming an inheritance hierarchy.

Inheritance hierarchy of Student



- Ex. In Student Registration Program, we have
   2 types of students
  - 1. Bachelor degree student
  - 2. Master degree student

#### BachelorStudent class

```
public class BachelorStudent{
    private String name;
    private String faculty;
    private boolean scholarshipStudent;
    public String getName() {
        return name;
    public String getFaculty() {
        return faculty;
    public boolean isScholarshipStudent() {
        return scholarshipStudent;
    public void setName(String name) {
        this.name = name:
```

```
public void setFaculty(String faculty) {
    this.faculty = faculty;
public void setScholarshipStudent(boolean scholarshipStudent) {
    this.scholarshipStudent = scholarshipStudent;
private boolean isFacultyOfScience(){
    return faculty.equals("Science");
public double getRegistrationFee(int numberOfCredit){
    if(scholarshipStudent){
        return 0;
    if(isFacultyOfScience()){
        return 5000 + 100 * numberOfCredit;
    return 6000 + 100 * numberofCredit;
```

#### MasterStudent class

```
public class MasterStudent{
    private String name;
    private String faculty;
    public String getName() {
        return name;
    public String getFaculty() {
        return faculty;
    public void setName(String name) {
        this.name = name;
```

```
public void setFaculty(String faculty) {
    this.faculty = faculty;
}

private boolean isFacultyOfScience() {
    return faculty.equals("Science");
}

public double getRegistrationFee(int numberOfCredit) {
    if(isFacultyOfScience()) {
        return 10000 + 200 * numberOfCredit;
    }
    return 12000 + 200 * numberOfCredit;
}
```

- These 2 classes have some common data members (name and faculty) and methods (getter and setter of name and faculty).
- These 2 classes also have getRegistrationFee() method but the different is how to calculate registration fee.

- In OOP, we often organize classes in hierarchy to avoid duplication and reduce redundancy by using inheritance.
- By pulling out all the common data members and methods into the superclass, and leave the specialized data members and methods in the subclasses, so do not need to be repeated common codes in all the subclasses.

 When we pulling out all the common data members and methods, if it is 'private' we should change access modifier 'private' to 'protected'

- From this example, we create superclass -Student class. In Student class there are common data members and methods
  - Common data members and methods change from 'private' to 'protected'
  - Now getRegistrationFee() method we can edit to return '-1' because this method will never used.

#### Student class

```
public class Student
  protected String name;
  protected String faculty;

public String getName() {
    return name;
  }

public String getFaculty() {
    return faculty;
}
```

```
public void setName(String name) {
    this.name = name;
public void setFaculty(String faculty) {
    this.faculty = faculty;
protected boolean isFacultyOfScience(){
    return faculty.equals("Science");
public double getRegistrationFee(int numberOfCredit){
    return -1;
```

- After pulling out all the common data members and methods, now we must declare BachelorStudent and MasterStudent 'extends' Student class and delete all common codes from these 2 classes except getRegistrationFee() methods which are different in implementation in each class.
- Now all 3 classes have it's own getRegistrationFee().

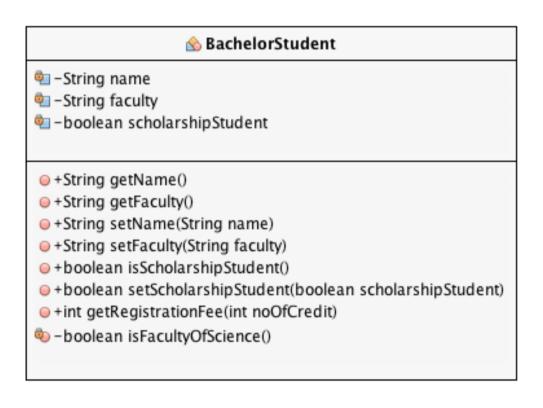
BachelorStudent class (new)

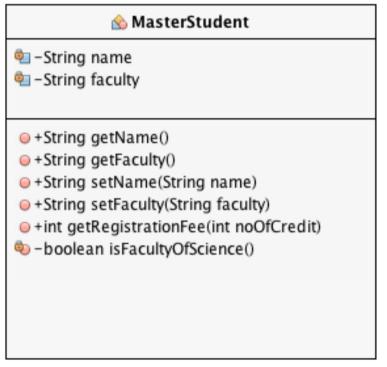
```
public class BachelorStudent extends Student{
    private boolean scholarshipStudent;
    public boolean isScholarshipStudent() {
        return scholarshipStudent;
    public void setScholarshipStudent(boolean scholarshipStudent) {
        this.scholarshipStudent = scholarshipStudent;
    public double getRegistrationFee(int numberOfCredit){
        if(scholarshipStudent){
            return 0:
        if(isFacultyOfScience()){
            return 5000 + 100 * numberofcredit;
        return 6000 + 100 * numberofcredit:
```

– MasterStudent class (new)

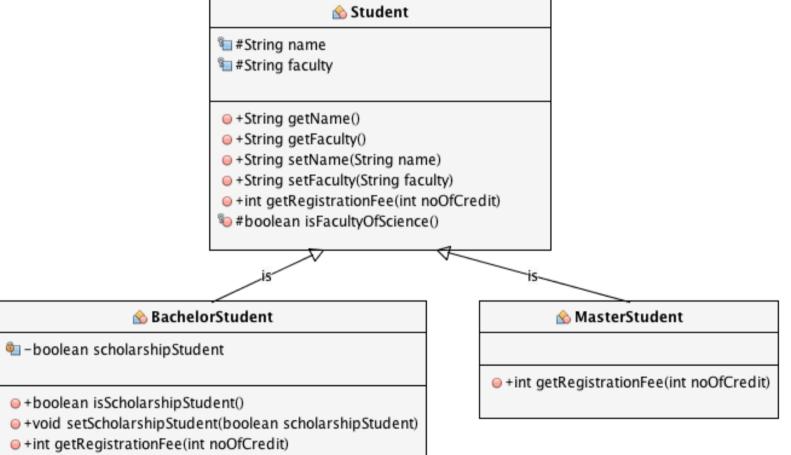
```
public class MasterStudent extends Student{
    public double getRegistrationFee(int numberOfCredit){
        if(isFacultyOfScience()){
            return 10000 + 200 * numberOfCredit;
        }
        return 12000 + 200 * numberOfCredit;
    }
}
```

#### Class diagram before using inheritance





Class diagram after using inheritance



 In main() method, we can use Student as a type of variables reference to BachelorStudent and MasterStudent object

```
public static void main(String[] args) {

    Student s1 = new BachelorStudent();
    s1.setName("Tom");
    s1.setFaculty("Science");
    double fee1 = s1.getRegistrationFee(10);
    System.out.println(s1.getName() + "'s fee = " + fee1);

    Student s2 = new MasterStudent();
    s2.setName("John");
    s2.setFaculty("Science");
    double fee2 = s2.getRegistrationFee(10);
    System.out.println(s2.getName() + "'s fee = " + fee2);
}
```

#### Output

```
run:
Tom's fee = 6000.0
John's fee = 12000.0
```

#### **Access Modifiers**

- public (+): A data member or method declared public can be accessed from any other class.
- private (-): A data member or method declared private can only be accessed within the declared class itself.
- protected (#): A data member or method declared protected in a superclass can be accessed within the declared class and by the subclasses of it.

# **Method Overriding**

 Class Student is the superclass and implements a method getRegistrationFee() then it's subclass called BachelorStudent and MasterStudent inherits every methods from Student class. However, these 2 classes override the method getRegistrationFee(), replacing its functionality from Student class. This is called method overriding.

- Polymorphism means "many forms", it is an OOP's ability to process objects differently depending on their actual type.
- We must override method inherited from superclass in subclasses in order to use polymorphism ability.

• Ex. From previous example, BachelorStudent and MasterStudent class override the method getRegistrationFee() by replacing codes to calculate registration fee for each type of student.

- main() method

```
Student s1 = new BachelorStudent();
s1.setName("Tom");
s1.setFaculty("Science");
double fee1 = s1.getRegistrationFee(10);
System.out.println(s1.getName() + "'s fee = " + fee1);
Student s2 = new MasterStudent();
s2.setName("John");
s2.setFaculty("Science");
double fee2 = s2.getRegistrationFee(10);
System.out.println(s2.getName() + "'s fee = " + fee2);
 Output
                  run:
                  Tom's fee = 6000.0
                  John's fee = 12000.0
```

- From codes in main() method, we have variables s1, s2 of type Student, but the real object types which s1 and s2 refer to are objects of BachelorStudent and MasterStudent respectively.
- When we called s1.getRegistrationFee(10); then getRegistrationFee() method in BachelorStudent class is called.
- When we called s2.getRegistrationFee(10); then getRegistrationFee() method in MasterStudent class is called.

- If in superclass has non-default constructor, in subclass' constructor must call superclass' constructor using super(args..) in the first line.
- If in superclass only has default constructor, we have no need to call super() in subclass' constructor. It is inserted automatically by the Java compiler.

Ex. From previous example, we can create
 Student's constructor like this

```
public class Student {
    protected String name;
    protected String faculty;

public Student(String name, String faculty) {
        this.name = name;
        this.faculty = faculty;
    }
```

- Then in constructor of BachelorStudent and MasterStudent must call super(name, faculty);
- BachelorStudent 's constructor

```
public class BachelorStudent extends Student{
    private boolean scholarshipStudent;

public BachelorStudent(String name, String faculty,
    boolean scholarshipStudent) {
    super(name, faculty);
    this.scholarshipStudent = scholarshipStudent;
}
```

MasterStudent 's constructor

```
public class MasterStudent extends Student{
    public MasterStudent(String name, String faculty) {
        super(name, faculty);
    }
```

- main() method

```
public static void main(String[] args) {
    Student s1 = new BachelorStudent("Tom", "Science", true);
    double fee1 = s1.getRegistrationFee(10);
    System.out.println(s1.getName() + "'s fee = " + fee1);

    Student s2 = new MasterStudent("John", "Science");
    double fee2 = s2.getRegistrationFee(10);
    System.out.println(s2.getName() + "'s fee = " + fee2);
}
```

– Output:

```
run:
Tom's fee = 0.0
John's fee = 12000.0
```

## Summary

- Inheritance and polymorphism are powerful OOP features to develop extensible and modifiable code.
- Inheritance mechanism is used to share common code among the related classes.
- The third visibility modifier is the protected modifier.

## Summary

- Polymorphism tell us that the method executed will vary according to the class which the actual object belongs.
- The first statement in a constructor of a subclass must be a call to a constructor of the superclass using super(arg..). If we don't call super(arg..) explicitly, then the statement super() is inserted automatically by the Java compiler.

#### Reference

- C. Thomas Wu, An Introduction to Object-Oriented Programming with Java, 5<sup>th</sup> Edition
  - Chapter 13: Inheritance and Polymorphism

# Question?