Abstract Classes and Interfaces



By the end of this video you will be able to...

- Use the keyword abstract
- Compare "inheritance of implementation" and "inheritance of interface"
- Decide between Abstract Classes and Interfaces

- -Add method "monthlyStatement"
- "Person" objects no longer make sense

- •Add method "monthlyStatement"
- "Person" objects no longer make sense

How do we:

- Force subclasses to have this method
- 2. Stop having actual Person objects
- 3. Keep having Person references
- 4. Retain common Person code

- •Add method "monthlyStatement"
- "Person" objects no longer make sense

How do we:

- Force subclasses to have this method
- 2. Stop having actual Person objects
- 3. Keep having Person references
- 4. Retain common Person code

Abstract classes!

Abstract

•Can make any class abstract with keyword:

```
public abstract class Person {
```

•Class **must** be abstract if any methods are:

```
public abstract void monthlyStatement() {
```

Implementation vs. Interface

Abstract classes offer inheritance of both!

- Implementation: instance variables and methods which define common behavior
- Interface: method signatures which define required behaviors

Implementation vs. Interface

- Implementation: instance variables and methods which define common behavior
- Interface: method signatures which define required behaviors

What if we just want the Interface?

- •Add method "monthlyStatement"
- "Person" objects no longer make sense

How do we:

- Force subclasses to have this method
- 2. Stop having actual Person objects
- 3. Keep having Person references
- 4. Retain common Person code

Then use an Interface!

Interfaces

- Interfaces only define required methods
- Classes can inherit from multiple Interfaces

```
// Defined in java.lang.Comparable
package java.lang;
public interface Comparable<E> {
 // Compare this object's name to o's name
 // Return < 0, 0, > 0 if this object compares
     less than, equal to, greater than o.
 public abstract int compareTo( E o );
```

```
// Defined in java.lang.Comparable
package java.lang;
public interface Comparable<E> {
 // Compare this object's name to o's name
 // Return < 0, 0, > 0 if this object compares
     less than, equal to, greater than o.
 public abstract int compareTo( E o );
```

Why have this interface??



```
// Defined in java.lang.Comparable
package java.lang;
public interface Comparable<E> {
 // Compare this object's name to o's name
 // Return < 0, 0, > 0 if this object compares
     less than, equal to, greater than o.
 public abstract int compareTo( E o );
```

```
public class Person implements Comparable<Person> {
  private String name;
  @Override
  public int compareTo( Person o ) {
    return this.getName().compareTo( o.getName() );
```

Abstract class or Interface?

•If you just want to define a required method:

Interface

•If you want to define potentially required methods AND common behavior:

Abstract class