

# Abstract Classes



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# Abstract Class

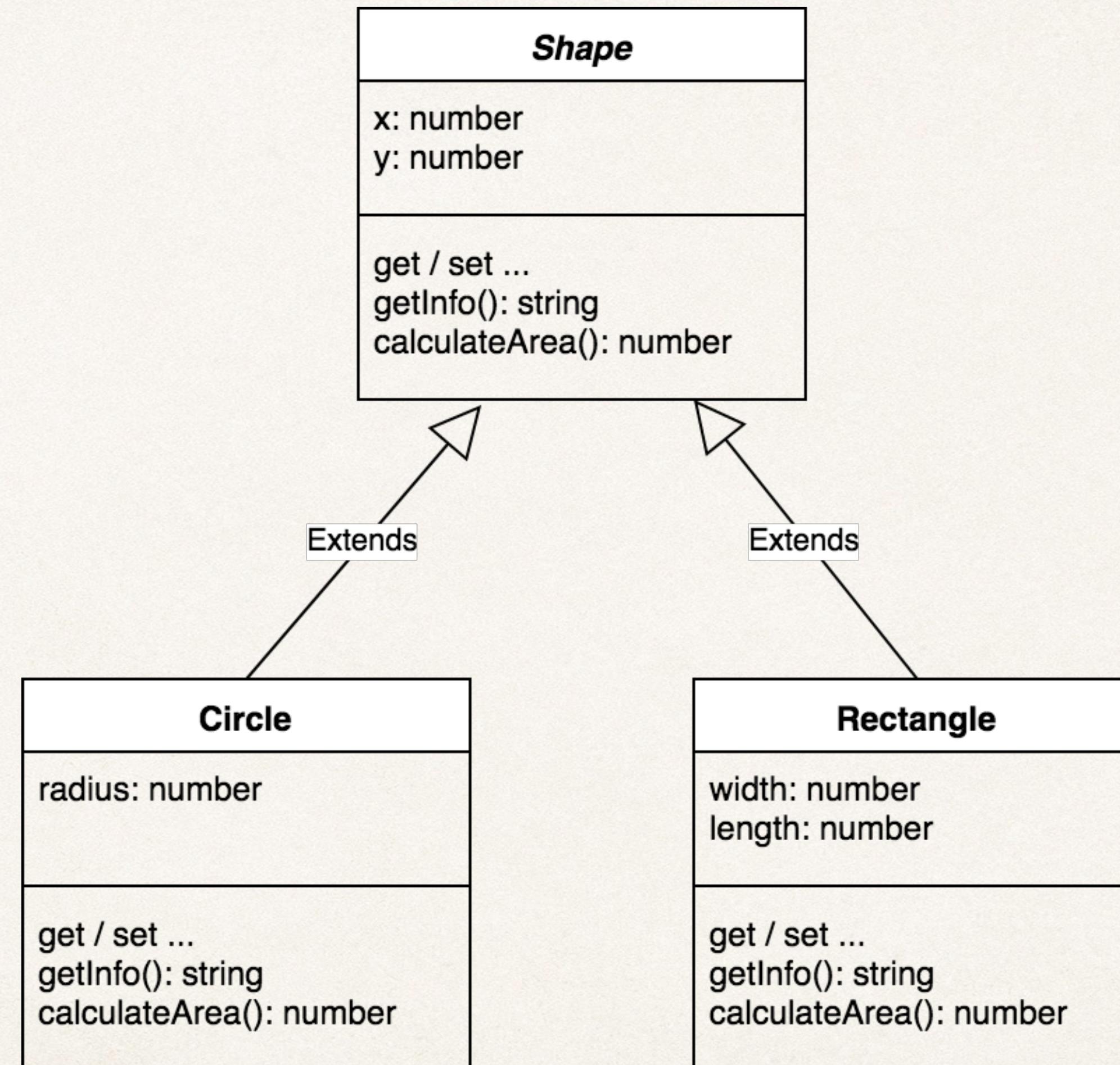
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- Abstract class can also have abstract method(s)

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- An abstract class represents a general concept
  - For example: Shape, Vehicle, Computer, etc ...
- Can't create an instance of an abstract class
- Abstract class can also have abstract method(s)
- Abstract method must be implemented by concrete subclasses

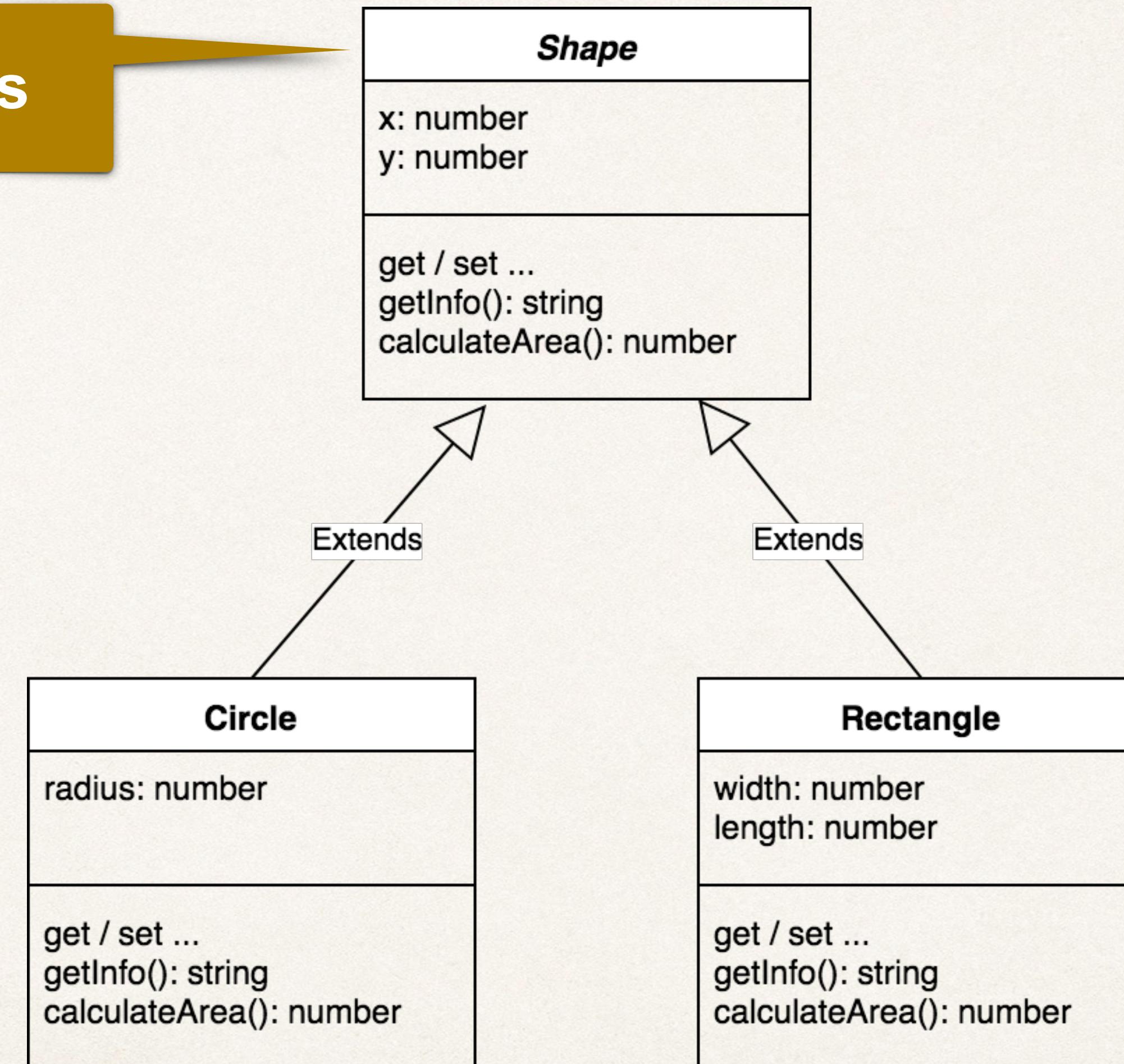
# Abstract Class Example

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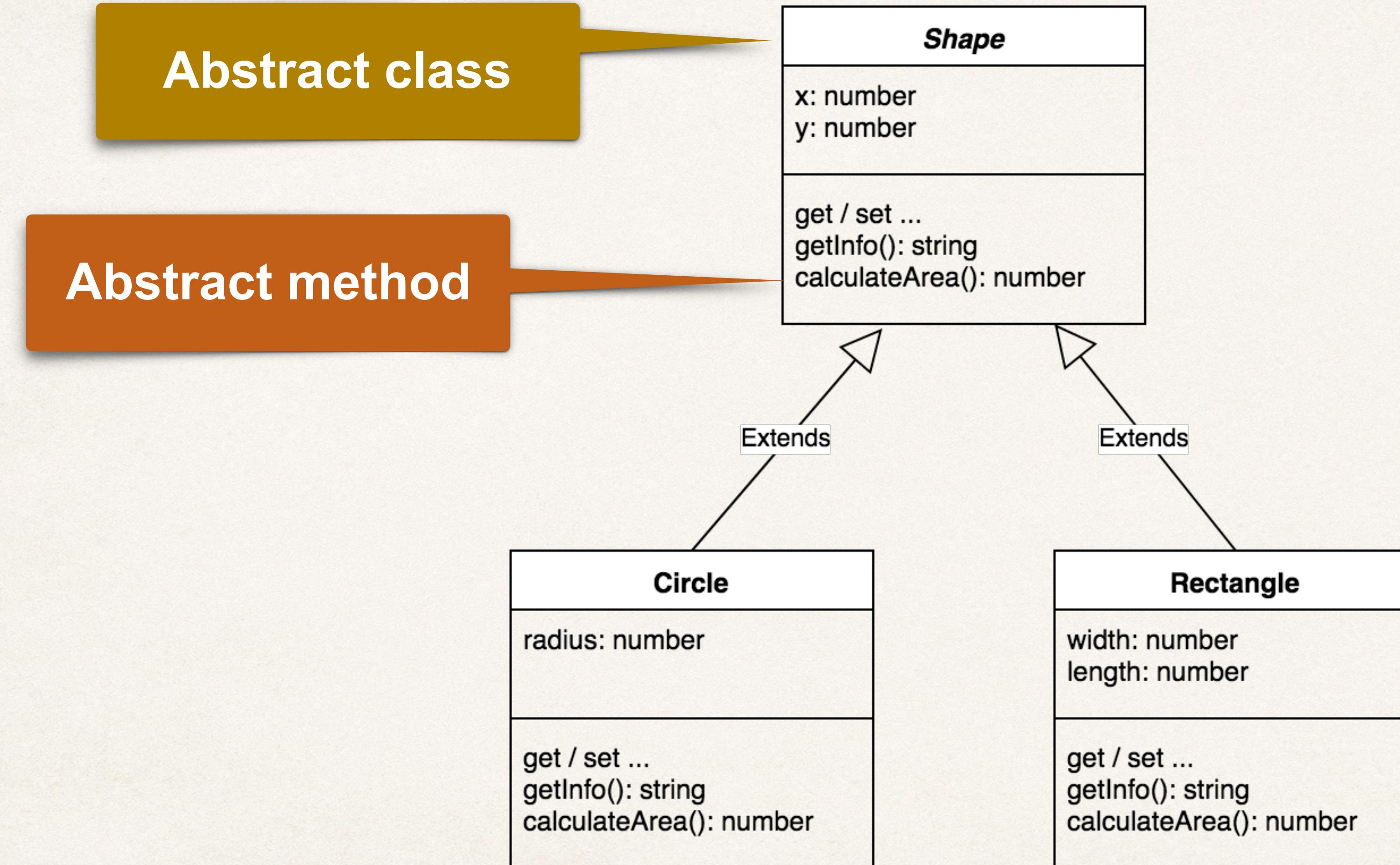


# Abstract Class Example

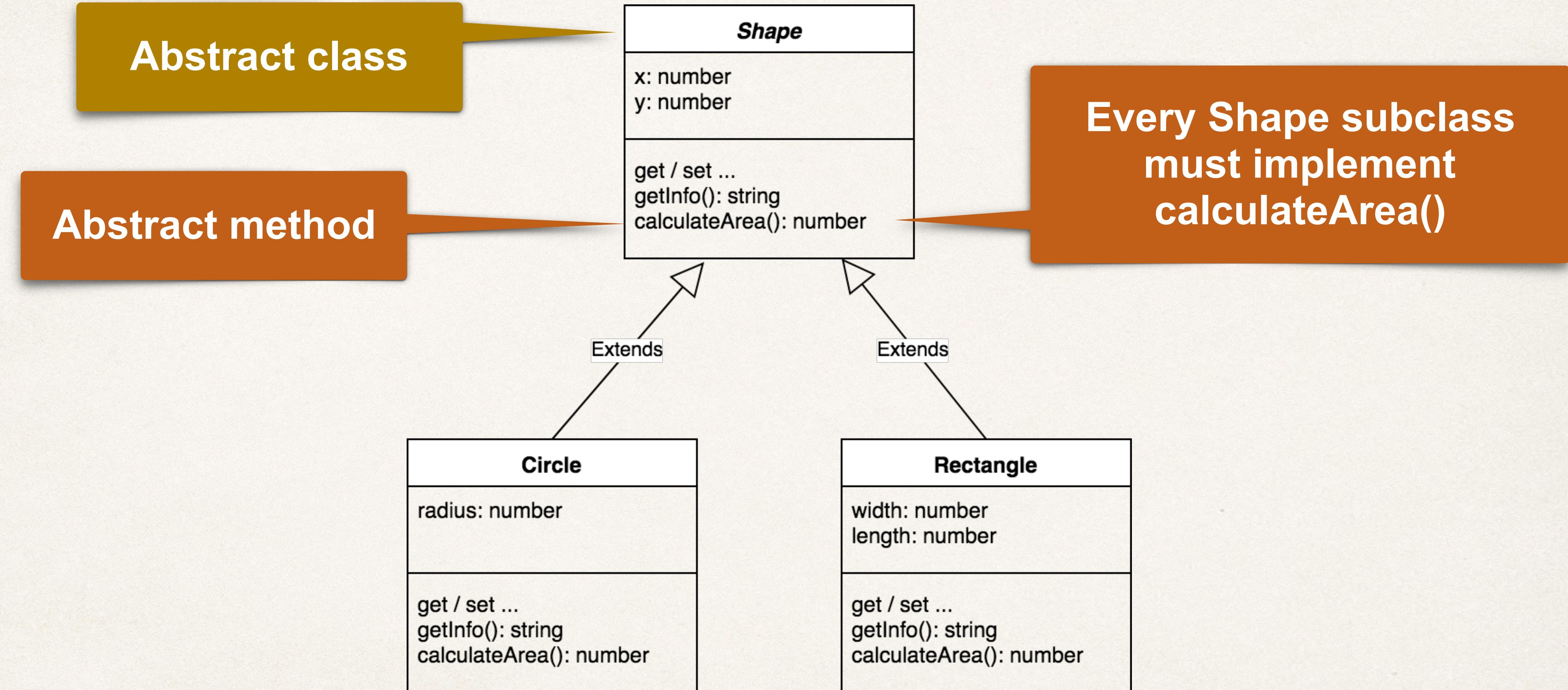
Abstract class



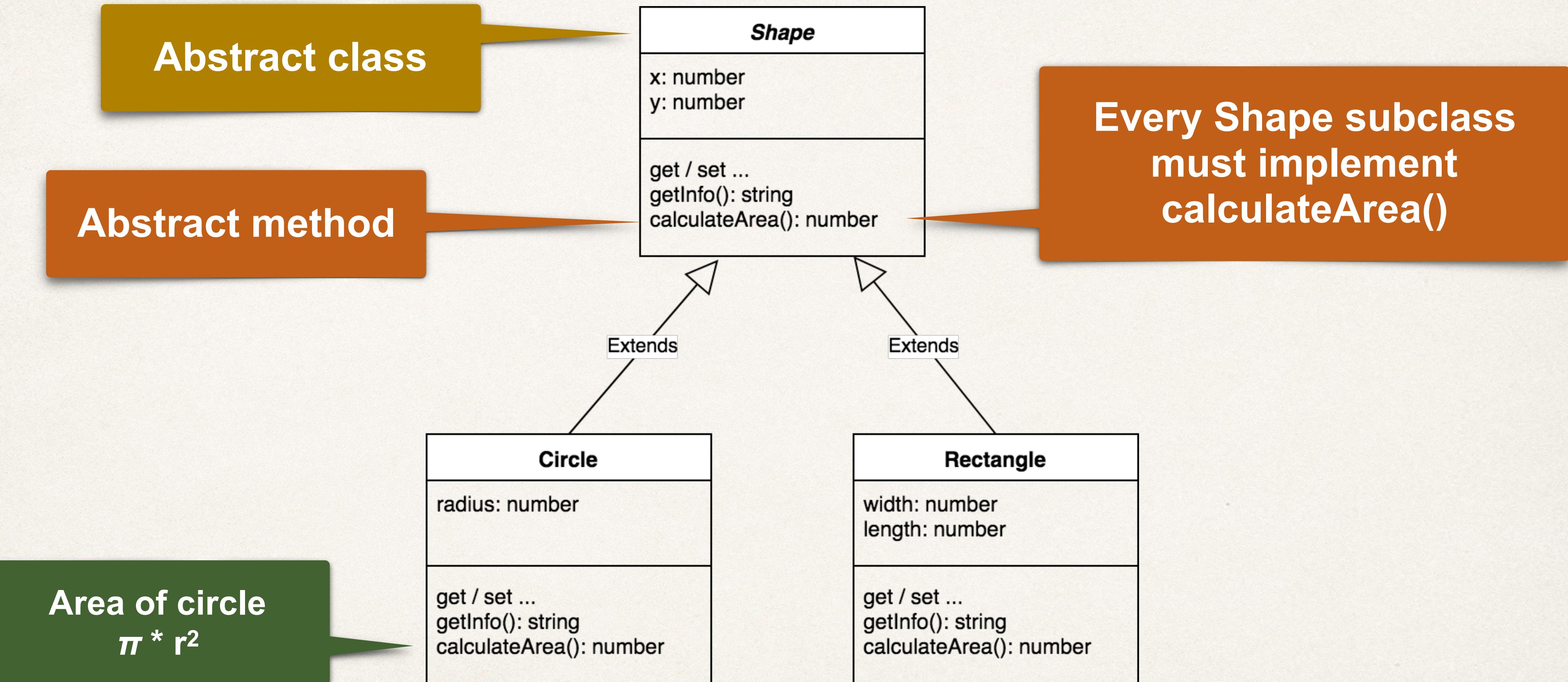
# Abstract Class Example



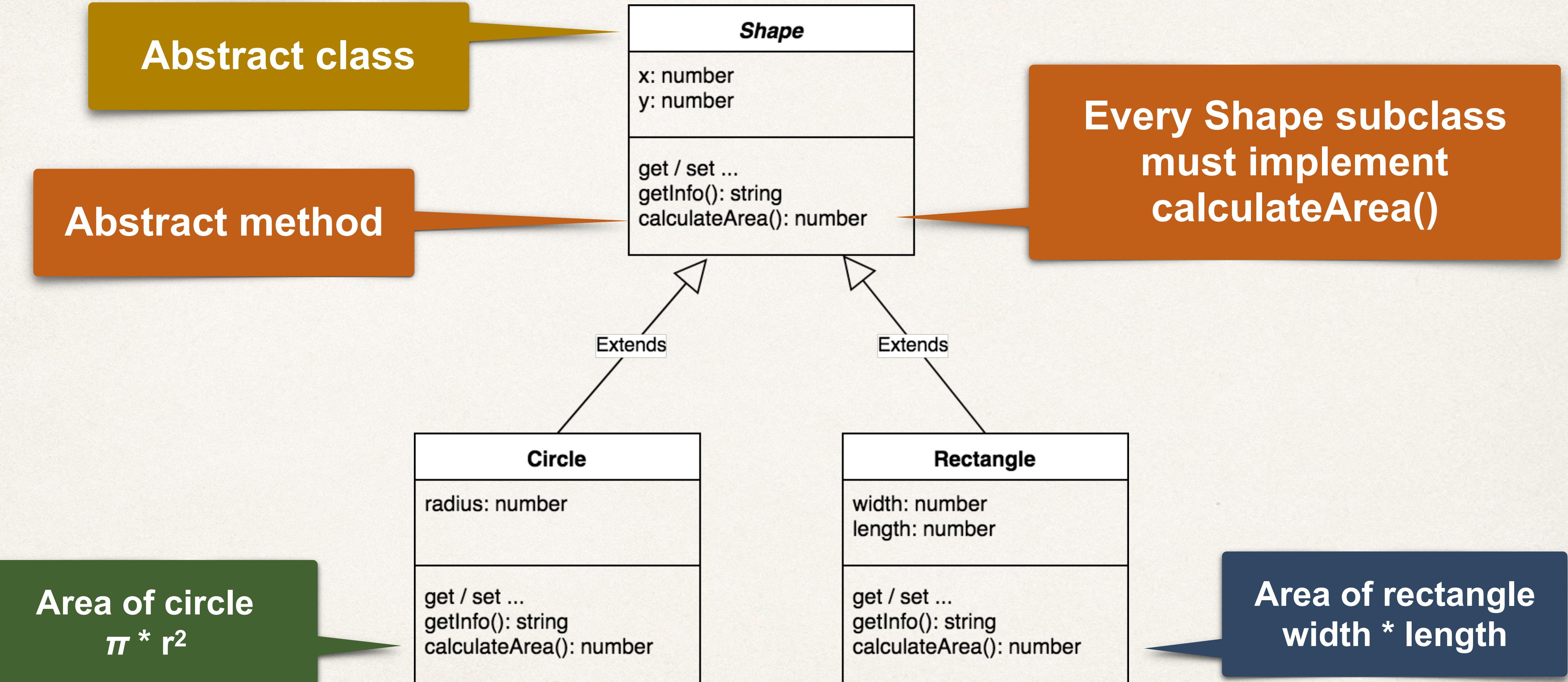
# Abstract Class Example



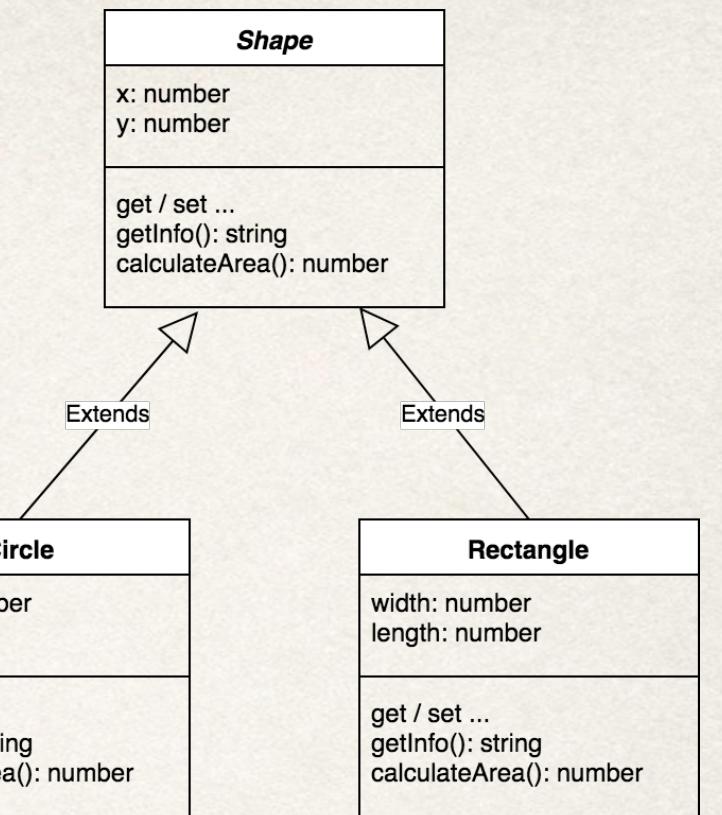
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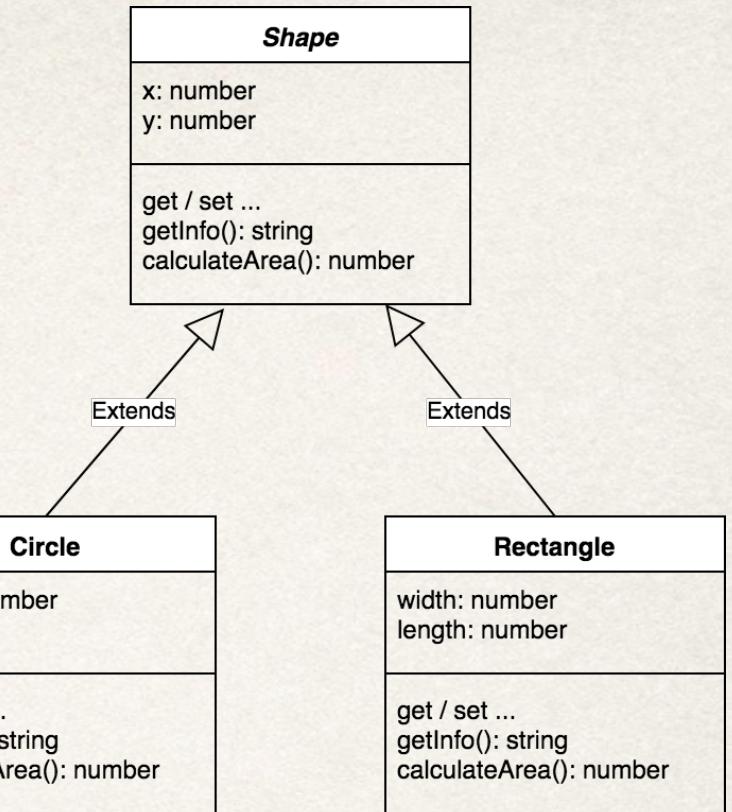
# Abstract Class Example



# Abstract Class Example

File: Shape.ts

```
export abstract class Shape {  
  
    // previous code ...  
  
    abstract calculateArea(): number;  
}
```

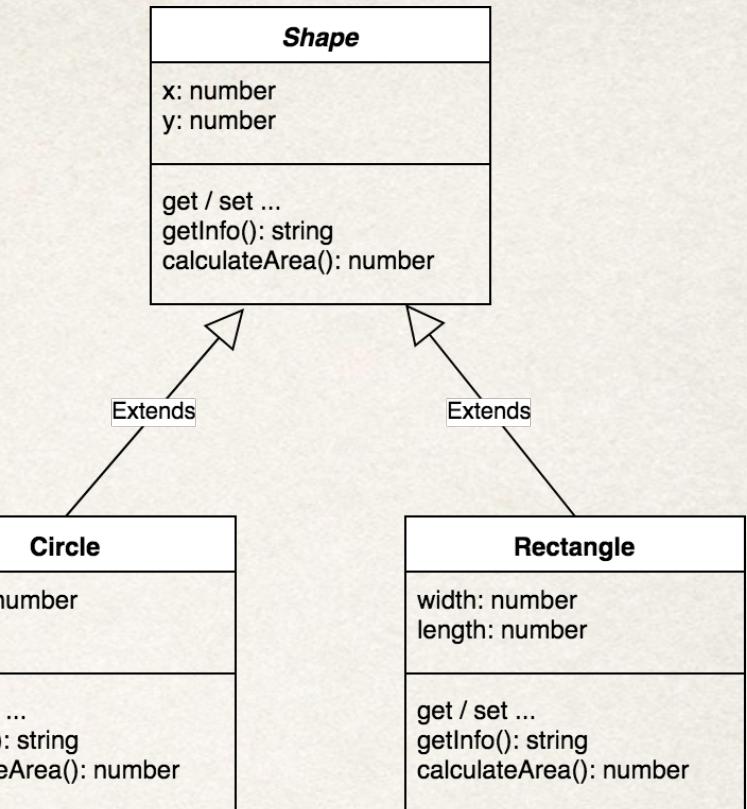


# Abstract Class Example

Mark the class as abstract

File: Shape.ts

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export abstract class Shape {  
  
    // previous code ...  
  
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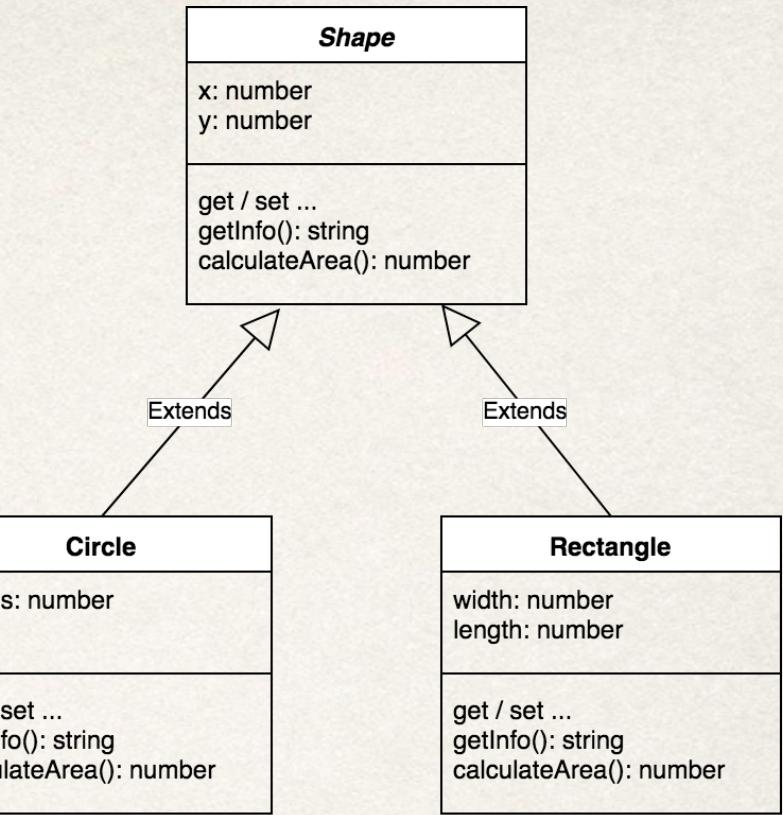
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Abstract method



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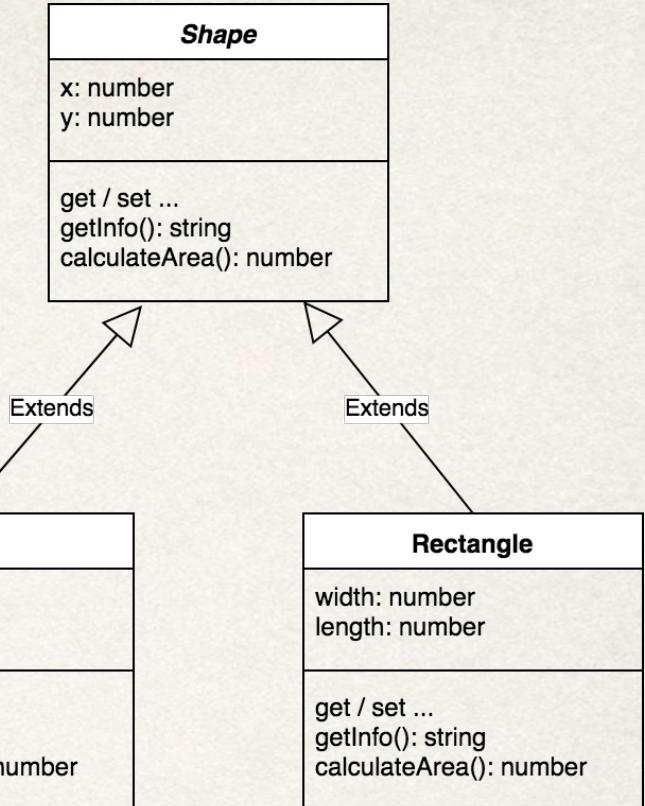
```
export abstract class Shape {
```

// previous code ...

```
abstract calculateArea(): number;
```

```
}
```

Abstract method



File: Rectangle.ts

```
import { Shape } from './Shape';
```

```
export class Rectangle extends Shape {
```

// previous code ...

```
calculateArea(): number {
```

```
    return this._width * this._length;
```

```
}
```

```
}
```

# Abstract Class Example

Mark the class as abstract

File: Shape.ts

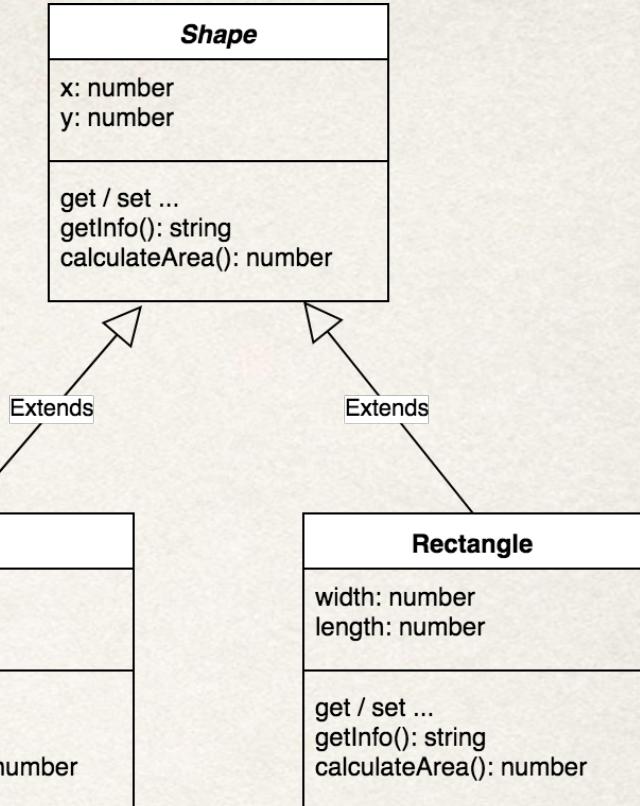
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Abstract method

Override the calculateArea() method

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    }  
}
```



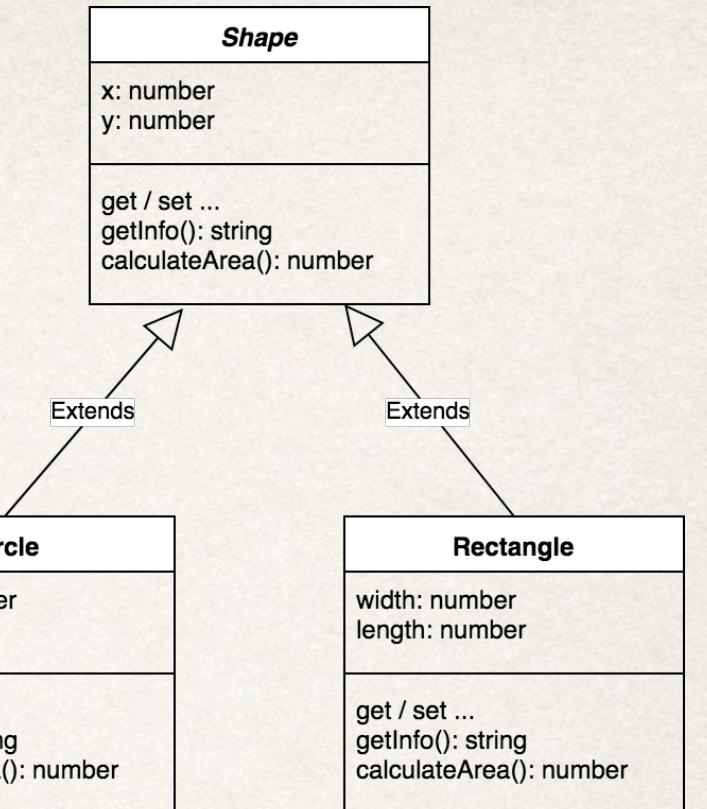
# Circle



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export abstract class Shape {  
  
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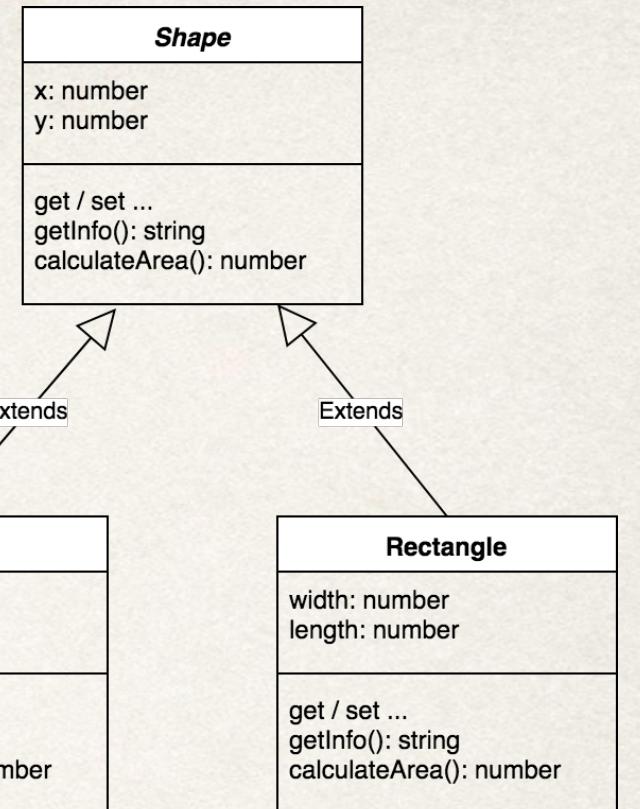
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File: Shape.ts

```
export abstract class Shape {  
  
    // previous code ...  
  
    abstract calculateArea(): number;  
}
```

File: Circle.ts

```
import { Shape } from './Shape';  
  
export class Circle extends Shape {  
  
    // previous code ...  
  
    calculateArea(): number {  
        return Math.PI * Math.pow(this._radius, 2);  
    }  
}
```



# Circle

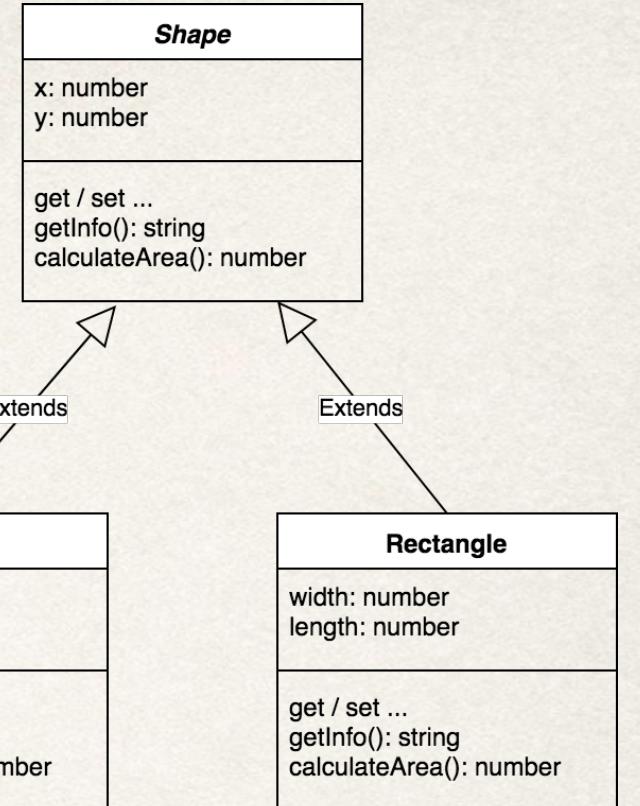
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Override the  
calculateArea() method

File: Circle.ts

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# Circle

File: Shape.ts

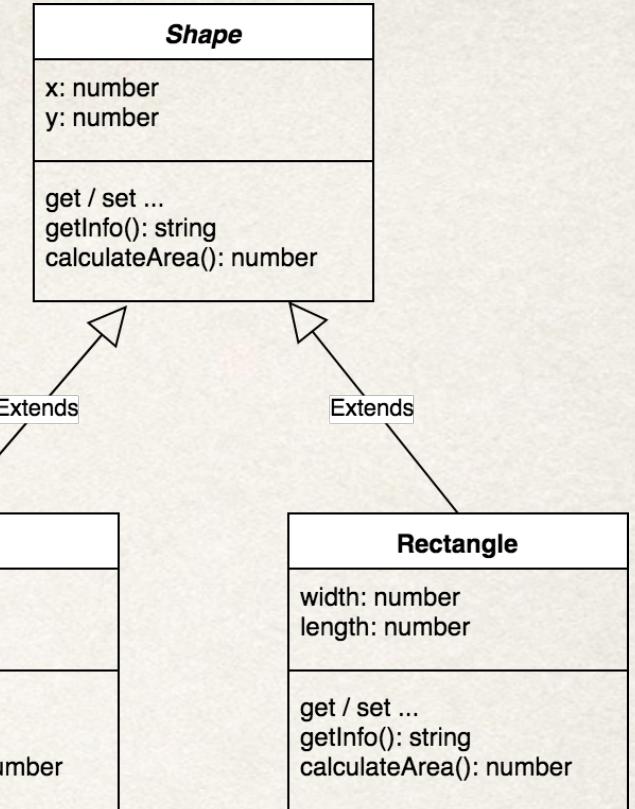
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Override the  
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        return Math.PI * Math.pow(this._radius, 2);  
    }  
}
```

Area of circle  
 $\pi * r^2$



# Circle

Math is a built-in object that has properties and methods for mathematical constants and functions

File: Shape.ts

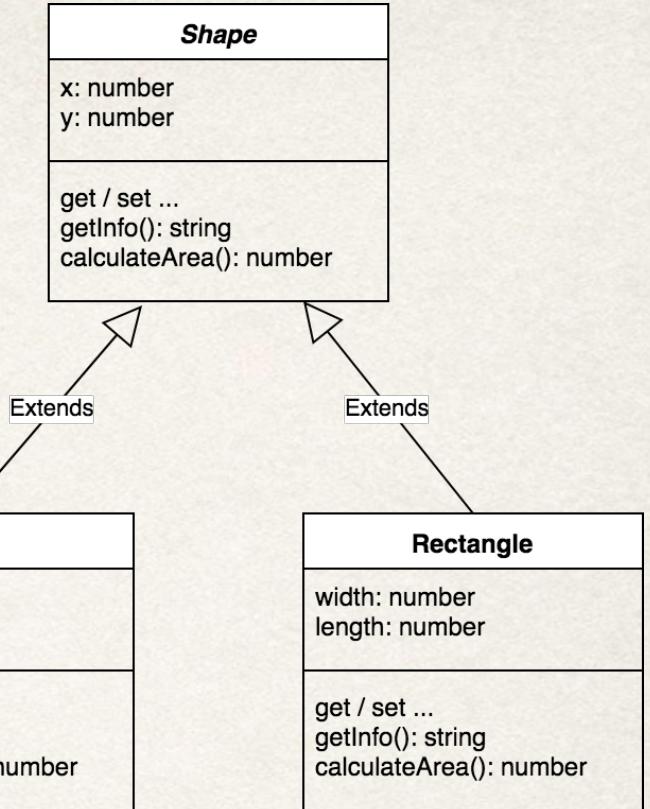
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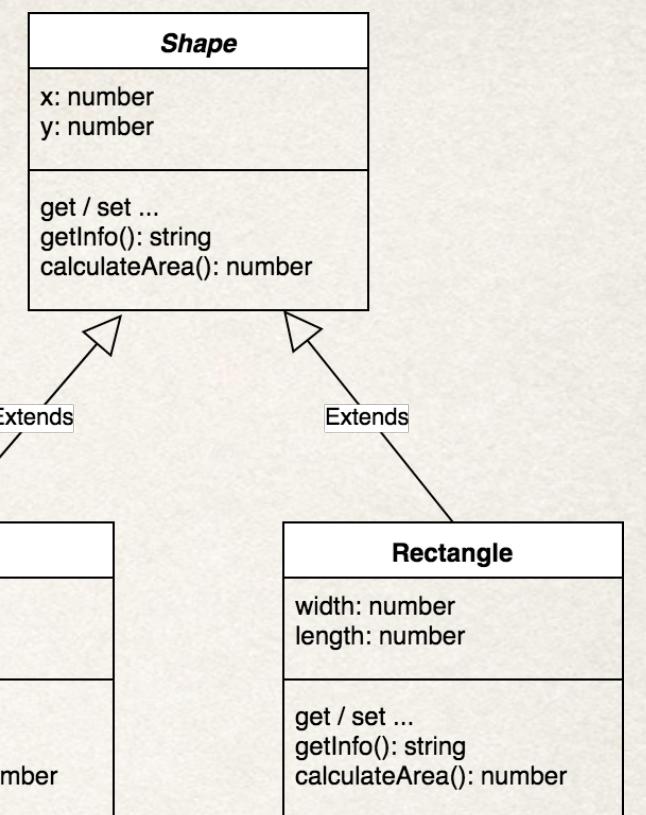
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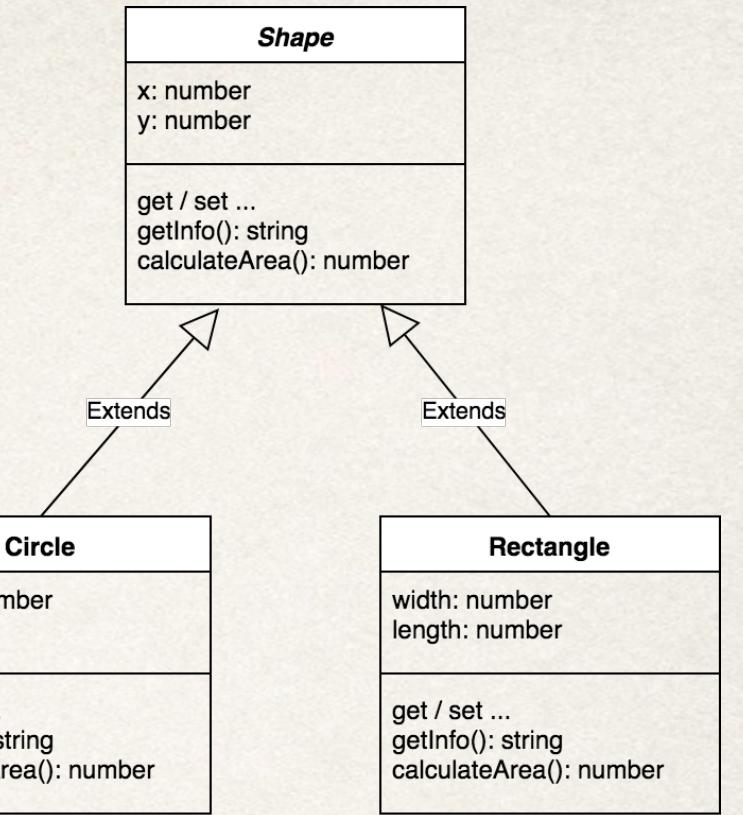


# Creating an Instance



# Creating an Instance

```
let myShape = new Shape(10, 15);
console.log(myShape.getInfo());
```



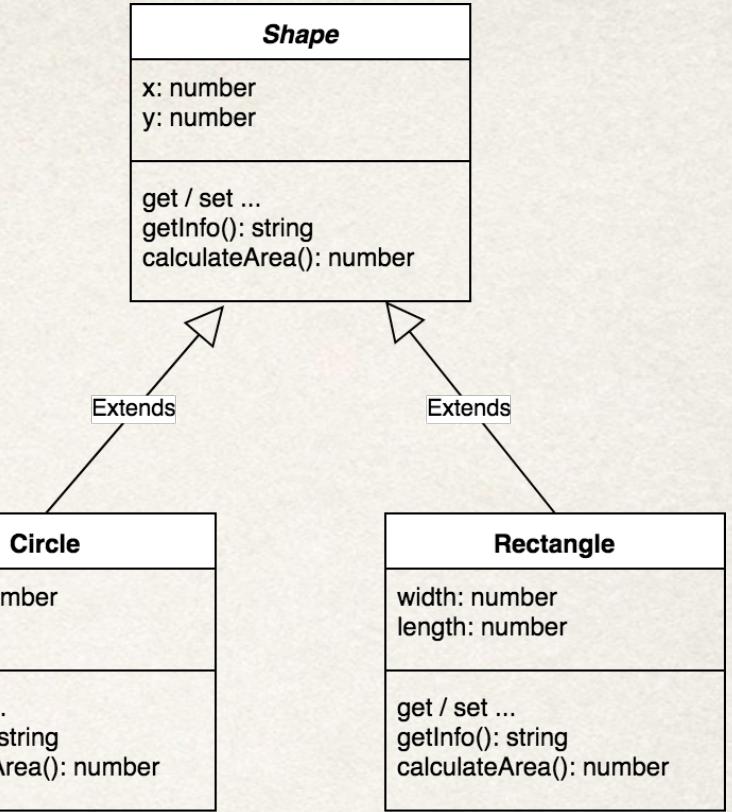
# Creating an Instance

```
let myShape = new Shape(10, 15);  
console.log(myShape.getInfo());
```

This will NOT compile since  
Shape is an abstract class

Can't create instance of  
abstract class directly

Only concrete subclasses:  
Circle, Rectangle, ...



# Creating an Array of Shapes



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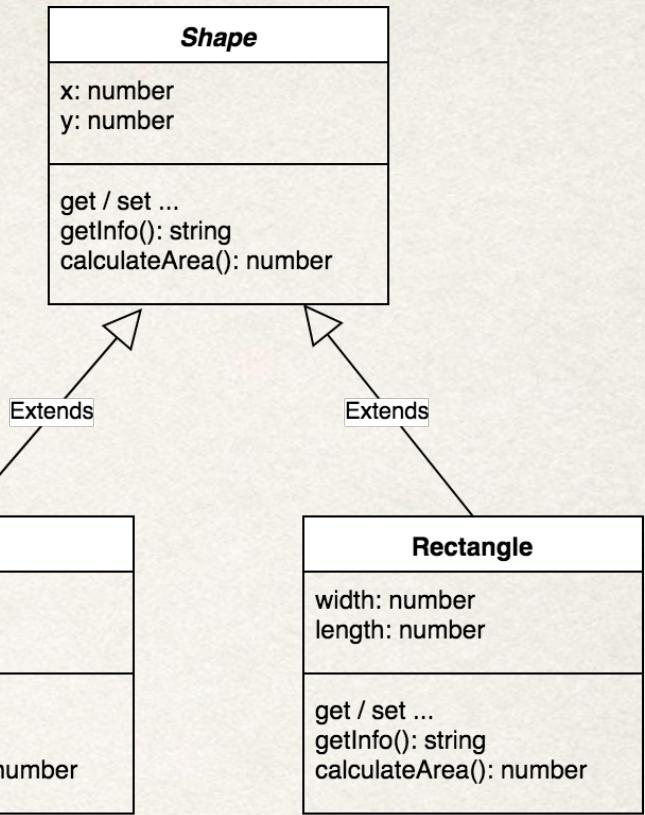
File: ArrayDriver.ts

```
... ...

let myCircle = new Circle(5, 10, 20);
let myRectangle = new Rectangle(0, 0, 3, 7);

// declare an array for shapes ... initially empty
let theShapes: Shape[] = [];

// add the shapes to the array
theShapes.push(myCircle);
theShapes.push(myRectangle);
```



# Creating an Array of Shapes

File: ArrayDriver.ts

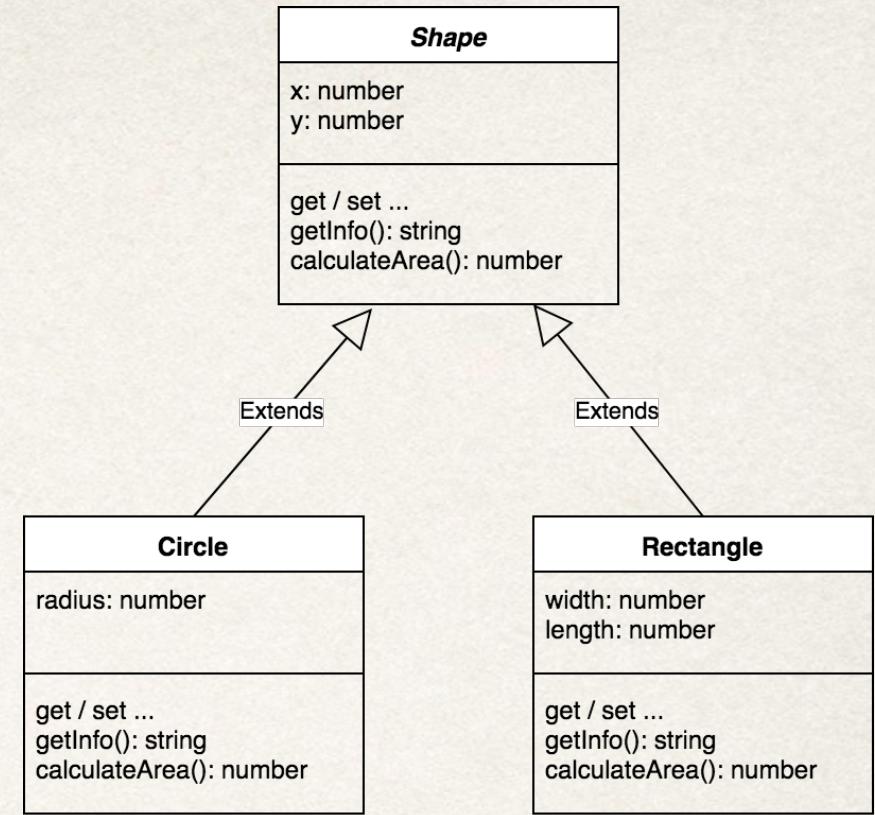
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theShapes.push(myCircle);
theShapes.push(myRectangle);

for (let tempShape of theShapes) {
    console.log(tempShape.getInfo());
    console.log("Area=" + tempShape.calculateArea());
    console.log();
}
```



# Creating an Array of Shapes

File: ArrayDriver.ts

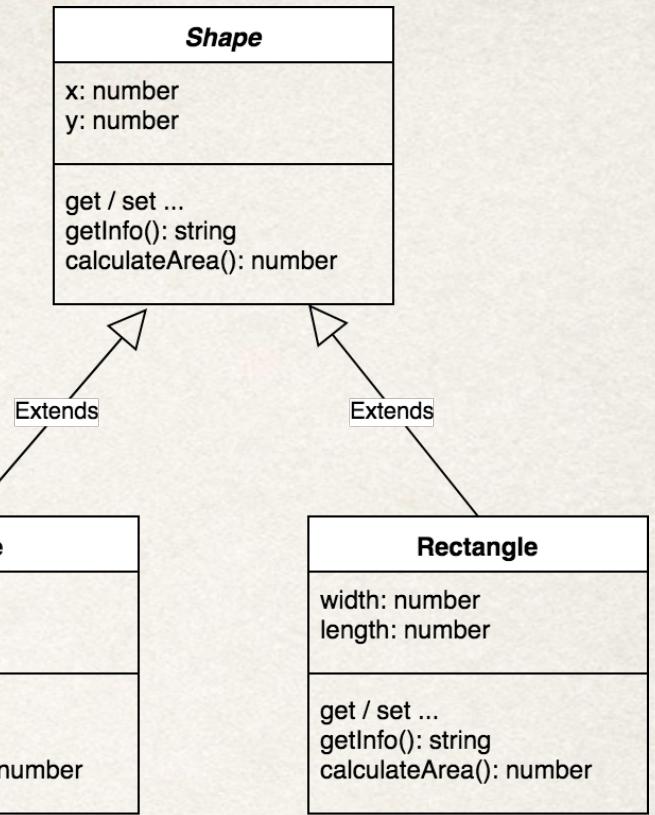
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```



```
x=5, y=10, radius=20
Area=1256.6370614359173

x=0, y=0, width=3, length=7
Area=21
```

# Creating an Array of Shapes

File: ArrayDriver.ts

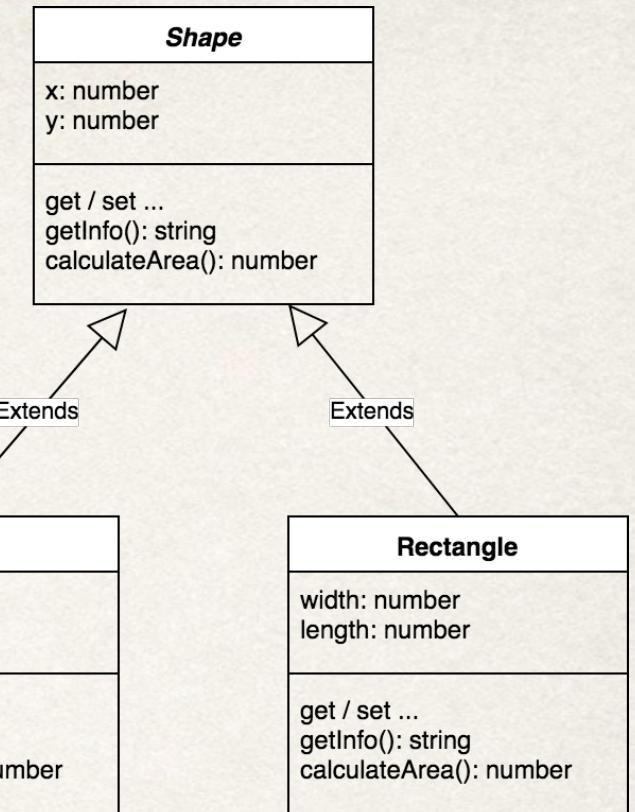
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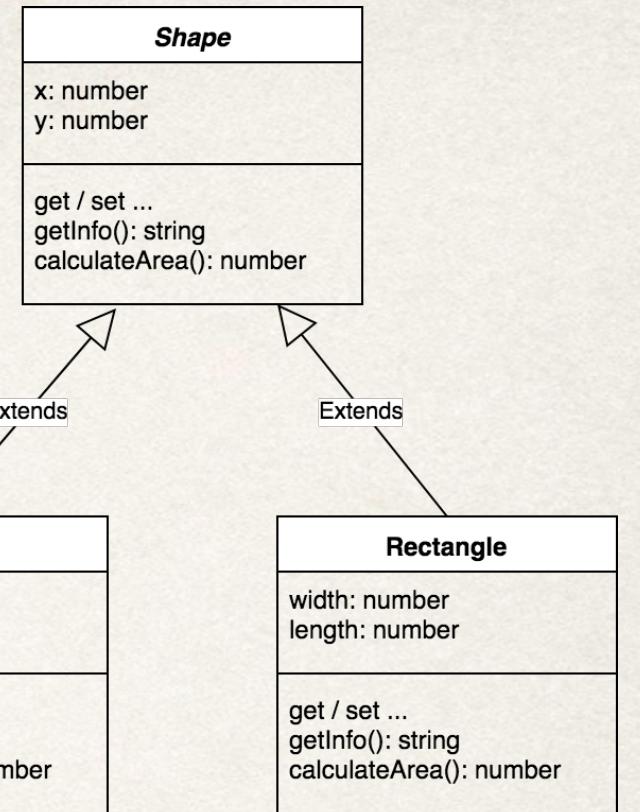
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Area=1256.6370614359173

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Area=21

Area of circle  
 $\pi * r^2$

Area of rectangle  
 $width * length$