
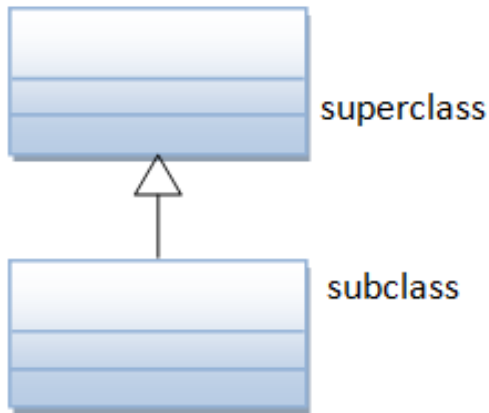


# CMPS 251

  
Read Chapter 9

## Lecture 08

# Inheritance





# Outline

- ① Inheritance Basics
- ② Overriding



# Inheritance

- **Motivation**

- Supports the key OOP goal of **code reuse**. Allow us to design **class hierarchies** so that **shared behavior is placed in a super class** then inherited by subclasses (i.e., avoids writing the same code twice to ease maintenance)

- **Ideas**

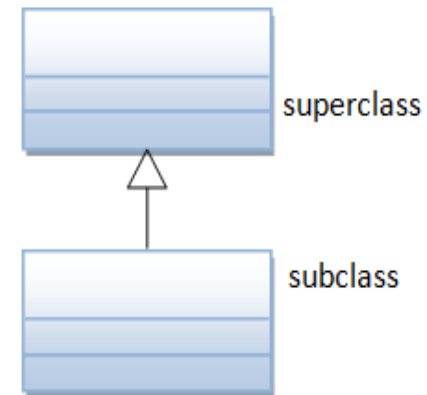
- Common attributes and methods are placed in a **superclass** (also called *parent class* or *base class*)

- You can create a subclass that **inherits** attributes and methods of the super class

- Subclass also called **child class** or **derived class**

- Subclass has access to all **non-private** (i.e., *public* and *protected*) **attributes and methods of the superclass**

- Subclass can also **add new attributes/methods** and/or **overriding the superclass methods**



- **Syntax**

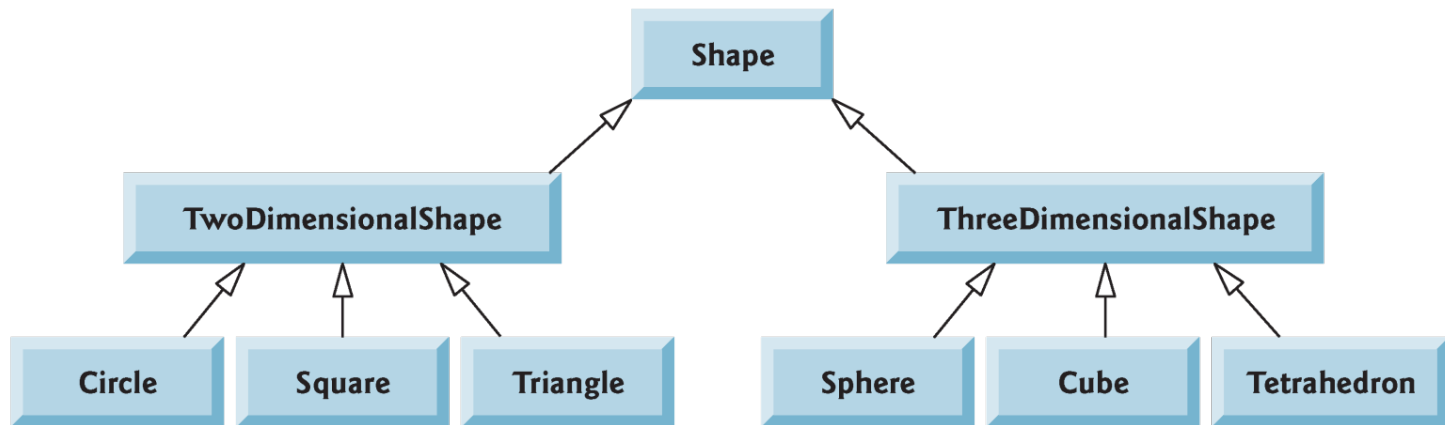
- `public class SubClass extends SuperClass { ... }`



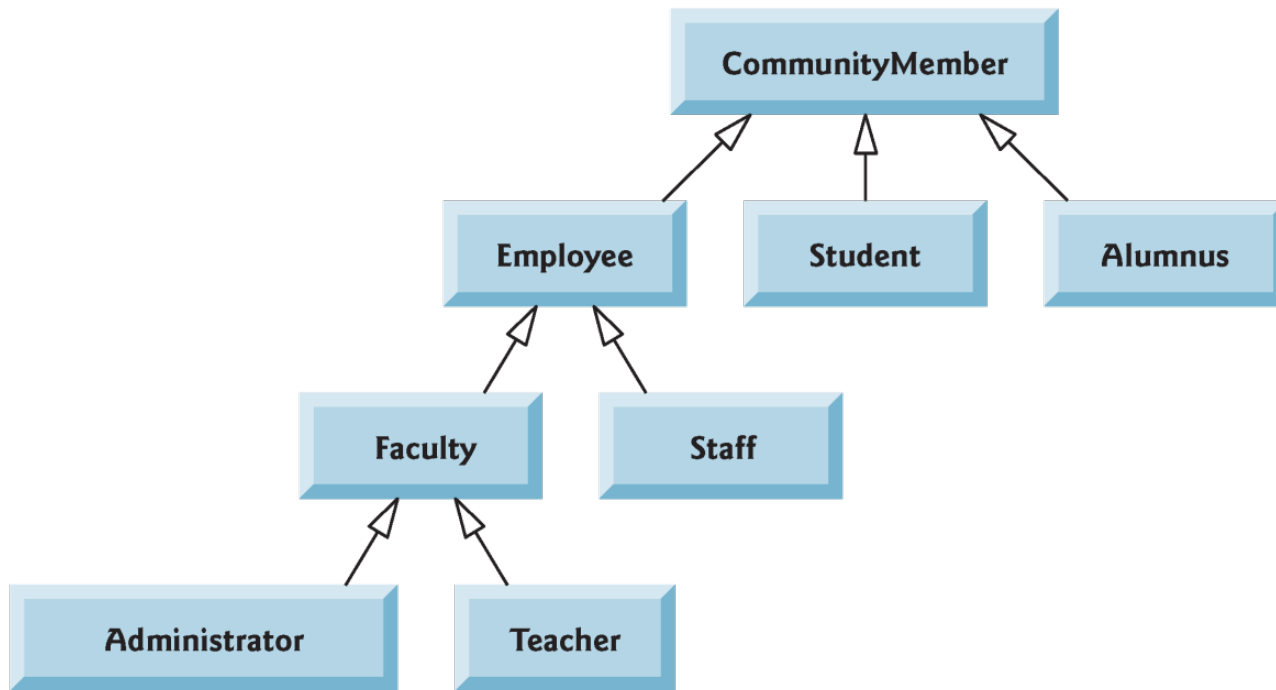
# Benefits of Inheritance

- Benefits of inheritance
  - Can save time during program development by basing new classes on existing tested and quality classes.
  - Increases the likelihood that a system will **be implemented and maintained effectively**.
  - Reduces duplication => eases maintainability of the code
- **Limitation:**
  - Java supports only single inheritance, in which each class is derived from exactly one direct superclass

# Basic Graphical Example

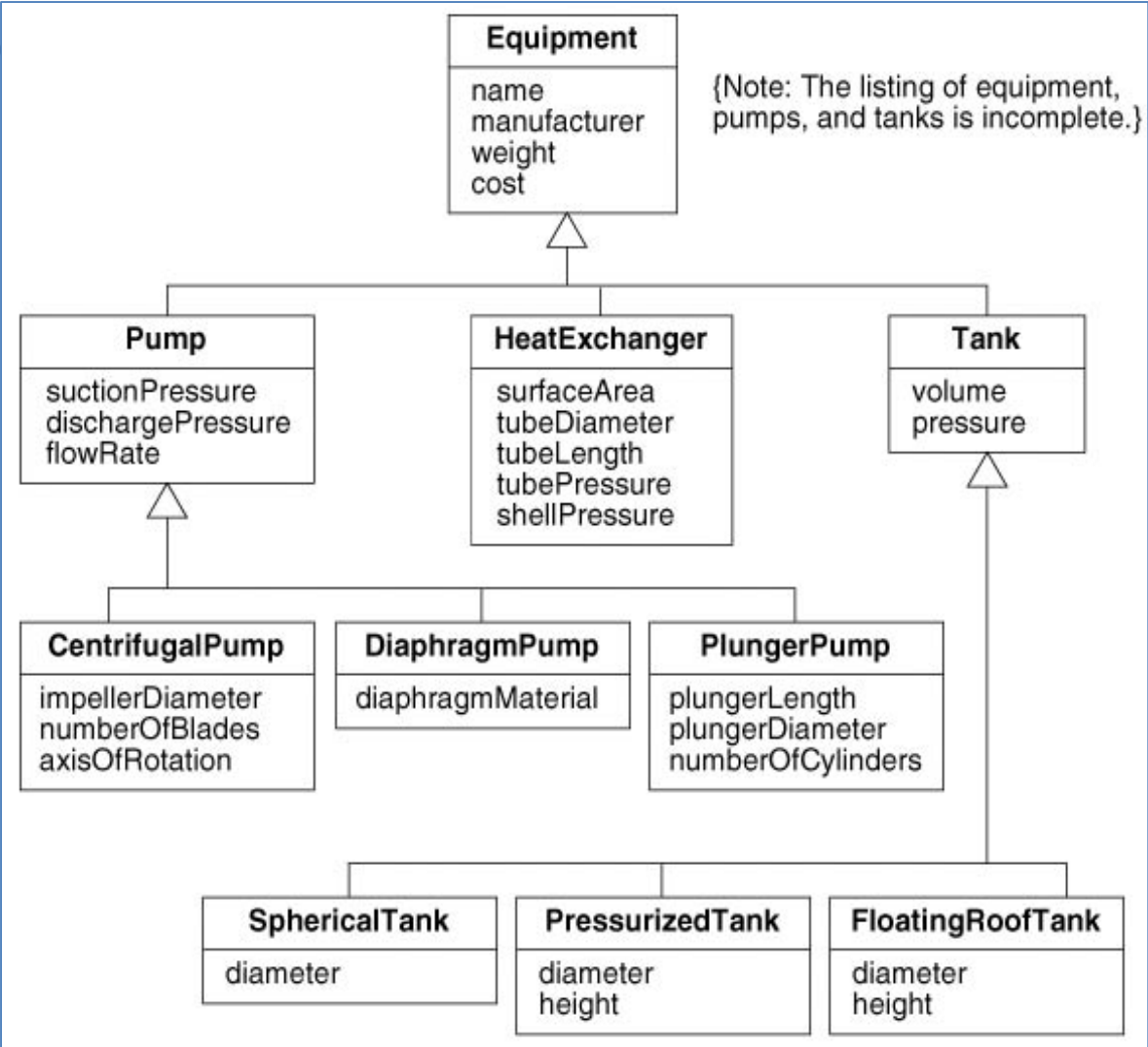


# Basic Graphical Example



# Multilevel Inheritance Hierarchy and Objects

## Classes



## Objects

### P101:DiaphragmPump

name = "P101"  
manufacturer = "Simplex"  
weight = 100 kg  
cost = \$5000  
suctionPres = 1.1 atm  
dischargePres = 3.3 atm  
flowRate = 300 l/hr  
diaphragmMatl = Teflon

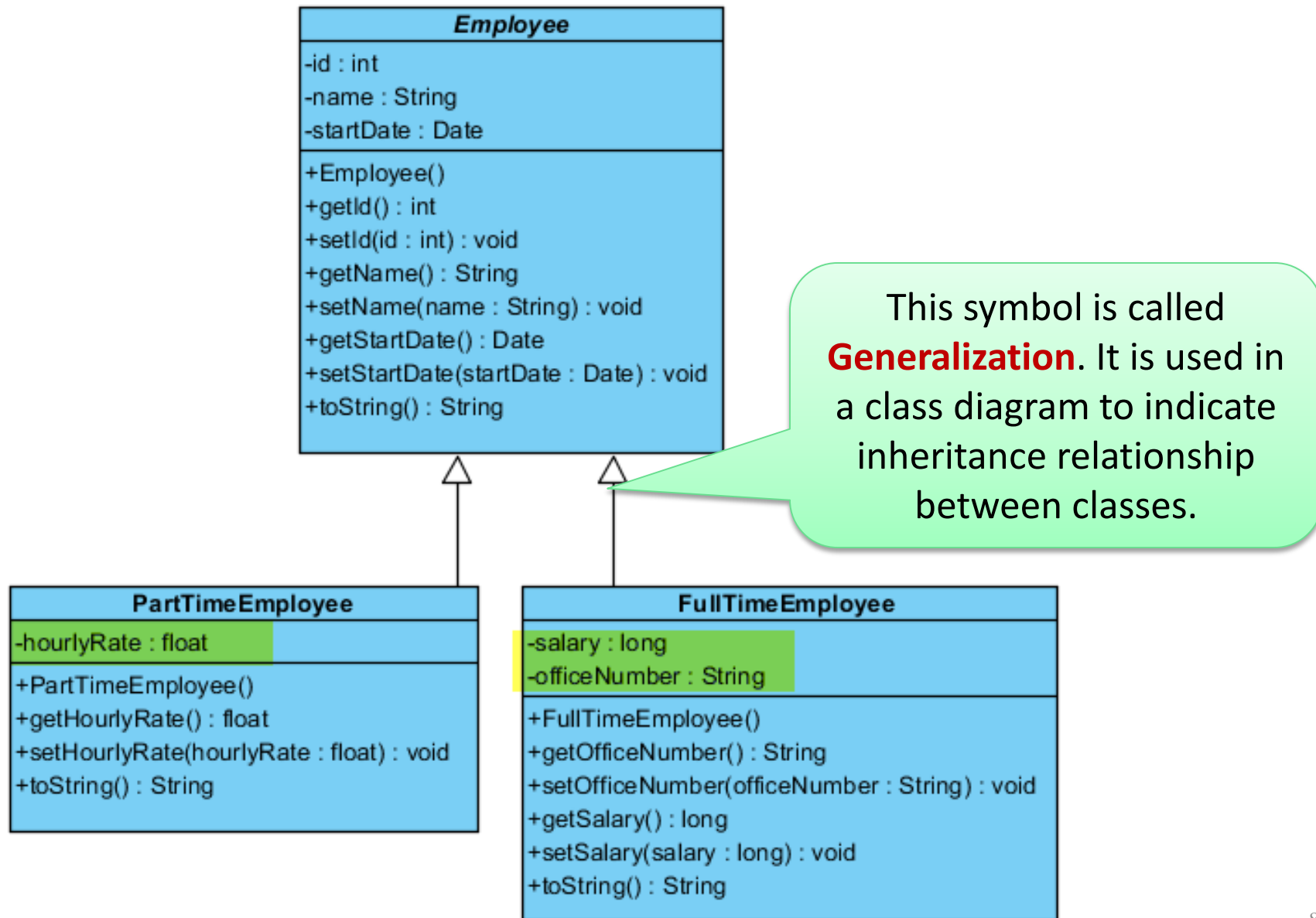
### E302:HeatExchanger

name = "E302"  
manufacturer = "Brown"  
weight = 5000 kg  
cost = \$20000  
surfaceArea = 300 m<sup>2</sup>  
tubeDiameter = 2 cm  
tubeLength = 6 m  
tubePressure = 15 atm  
shellPressure = 1.7 atm

### T111:FloatingRoofTank

name = "T111"  
manufacturer = "Simplex"  
weight = 10000 kg  
cost = \$50000  
volume = 400000 liter  
pressure = 1.1 atm  
diameter = 8 m  
height = 9 m

# Inheritance Example - Employee Hierarchy





# Superclass - Subclass

- In Java, it is possible to inherit attributes and methods from one class to another.
- We group the "inheritance concept" into two categories:
  - **subclass** (child) - the class that inherits from another class
  - **superclass** (parent) - the class being inherited from
- To inherit from a class, use the **extends** keyword.
- In the example below, the **Car** class (subclass) inherits the attributes and methods from the **Vehicle** class (superclass):

```
Class Vehicle {
    protected String brand = "Ford";           // Vehicle attribute
    public void honk() {                         // Vehicle method
        System.out.println("Tuut, tuut!");
    }
}

class Car extends Vehicle {
    private String modelName = "Mustang";      // Car attribute
    public static void main(String[] args) {

        // Create a myCar object
        Car myCar = new Car();

        // Call the honk() method (from the Vehicle class) on the myCar object
        myCar.honk();

        // Display the value of the brand attribute (from the Vehicle class) and the value of
        the modelName from the Car class
        System.out.println(myCar.brand + " " + myCar.modelName);
    }
}
```

# When to Use Inheritance

- Why **protected** access modifier is used for the attribute in **Vehicle** class?
- We set the **brand** attribute in **Vehicle** to a **protected** access modifier.
- If it was set to **private**, the **Car** class would not be able to access it.
- Why and When To Use "Inheritance"?
- It is useful for code reusability:
  - reuse attributes and methods of an existing class when you create a new class.
- Tip: Also take a look at the next chapter, Polymorphism, which uses inherited methods to perform different tasks.
- If you don't allow other classes to inherit from a class, use the **final** keyword

```
final class Vehicle {  
    ...  
}  
class Car extends Vehicle {  
    ...  
}
```

- If you try to access a **final** class, Java will generate an error.



# Inheritance and Constructors

- **Constructors are not inherited**
- But a subclass constructor **can call its direct superclass's constructor** to initialize the instance variables inherited from the superclass.
- Syntax—keyword **super**, followed by a set of parentheses containing the superclass constructor arguments. Must be the first statement in the subclass constructor's body.
- If a subclass constructor does not include an explicit call to the superclass constructor, Java implicitly calls the superclass's default constructor.
- You can explicitly use **super()** to call the superclass's default constructor, but this is rarely done.

# Example: Inheritance and Constructors

Inheritance!



## Person.java

```
public class Person {  
    private String name;  
  
    public Person(String name) {  
        this.name = name;  
    }  
}
```

## Customer

```
public class Customer extends Person {  
    public String phone;  
  
    public Customer(String n, String p) {  
        super(n);  
        this.phone = p;  
    }  
}
```

## Employee.java

```
public class Employee extends Person {  
    public double salary;  
  
    public Employee(String n, double s) {  
        super(n);  
        this.salary = s;  
    }  
}
```



# Constructors in Subclasses

- Instantiating a subclass object begins a **chain of constructor calls**
  - The subclass constructor, before performing its own tasks, invokes its direct superclass's constructor
- If the superclass is derived from another class, the superclass constructor invokes the constructor of the next class up the hierarchy all the way back to the Constructor of Object
- The last constructor called in the chain is always class Object's constructor.
- Each superclass's constructor initialized the superclass attributes that the subclass object inherits.

# Example: Constructors in Subclasses

## Employee.java

```
public class Employee extends Person {  
    public double salary;  
  
    public Employee(String n, double s) {  
        super(n);  
        this.salary = s;  
    }  
  
    public double getPayAmount() {  
        return this.salary;  
    }  
}
```

## Person.java

```
public class Person {  
    private String name;  
  
    public Person(String name)  
    {  
        this.name = name;  
    }  
}
```

## CommissionEmployee.java

```
public class CommissionEmployee extends Employee {  
    double commission;  
    int sales;  
  
    public CommissionEmployee(String n, double salary,  
                               double commission, int sales) {  
        super(n, salary);  
        this.commission = commission;  
        this.sales = sales;  
    }  
}
```

# Example: ArrayList for Superclass

- Objects of a subclass can be stored in references to a superclass
  - This is commonly done in lists and arrays

```
ArrayList<Person> pList = new ArrayList<Person>();

Customer c = new Customer("Lionel Messi", "123456789");
pList.add(c);

Employee e = new Employee("Christiano Ronaldo", 5000);
pList.add(e);

CommissionEmployee ce = new CommissionEmployee("Donald Duck", 5000, 0.05, 10000);
pList.add(ce);
```

# is-a relationship **vs.** has-a relationship

- We distinguish between the **is-a relationship** and the **has-a relationship**
- ***Is-a*** represents inheritance
  - In an *is-a* relationship, an object of a subclass can also be treated as an object of its superclass
  - e.g., Student is a Person
- ***Has-a*** represents composition
  - In a *has-a* relationship, an object contains as attributes references to other objects
  - E.g., Student has a list of courses



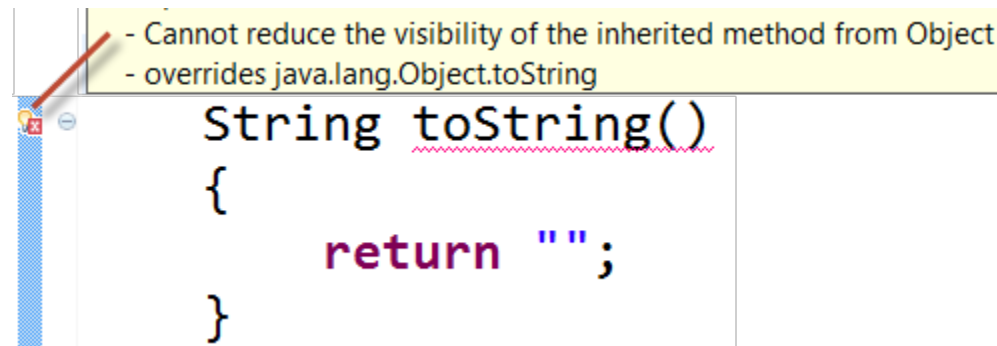


# The Object Class

- **Object** is the **root** class of all classes in Java
- All other classes are descendents of **Object**
- **Object** is part of the **java.lang** package
- Useful Object methods:
  - **toString** - returns a **string representation** of the object (by default, its class name and id, but this can be overridden).
  - **equals** - tests for equality of value of two different objects
  - **getClass** - returns the class to which an object belongs

# Overriding

- Overriding = child class redefines the behavior of the parent
- To override a superclass method, a subclass must **declare a method with the same signature as the superclass method**
  - Same access modifier should be used. E.g. if the superclass method is public the overridden method should also be public.



The screenshot shows a code editor with a Java method `toString()` being overridden. A yellow tooltip points to the method signature, displaying the following messages:

- Cannot reduce the visibility of the inherited method from Object
- overrides java.lang.Object.toString

```
String toString()  
{  
    return "";  
}
```

- **@Override** is an optional annotation
  - Declare overridden method with the *@Override* annotation to ensure at compilation time that you defined their signatures correctly.

# Example: method override

## Employee.java

```
public class Employee extends Person {  
    public double salary;  
  
    public Employee(String n, double s) {  
        super(n);  
        this.salary = s;  
    }  
  
    public double getPayAmount() {  
        return this.salary;  
    }  
}
```

## Person.java

```
public class Person {  
    private String name;  
  
    public Person(String name)  
    {  
        this.name = name;  
    }  
}
```

## CommissionEmployee.java

```
public class CommissionEmployee extends Employee {  
    double commission;  
    int sales;  
  
    public CommissionEmployee(String n, double salary,  
                               double commission, int sales) {  
        super(n, salary);  
        this.commission = commission;  
        this.sales = sales;  
    }  
  
    @Override  
    public double getPayAmount() {  
        return salary + commission * sales;  
    }  
}
```

# Overriding

- Overriding allow the subclass to replace/extend the behavior of the superclass.
- When a subclass method overrides an inherited superclass method, the superclass method can be accessed from the subclass by preceding the superclass method name with keyword **super** and a dot (.) separator.

```
public class Instructor extends Person {  
    private String office;  
  
    public String toString() {  
        return super.toString() + " - Office: " + office;  
    }  
}
```

# Important notes

- ❖ It is a **syntax error** to **override** a method with a more restricted access modifier.
  - ✓ A **public** method of the **superclass** cannot become **protected** or **private** in the **subclass**.
- ❖ A **final** class cannot be extended (cannot be a **superclass**)
- ❖ A **final** method cannot be overridden (cannot change how it works in a **subclass**)!
- ❖ When you **extend** a class, the new class inherits the **superclass's** members—though the private **superclass** members are hidden in the new class.
- ❖ To enable a subclass to directly access superclass instance variables, we can declare those members as **protected** in the superclass.
- ❖ You can check to see if an object is an instance of a specified class using the **instanceof** operator. It returns either true or false.



# Summary

- Inheritance = placing common attributes and methods in a superclass so that subclasses can reuse them
- Subclass extends a superclass:
  - inherit the superclass's members, though the **private** superclass members are hidden from the subclass
  - can define their own additional specialized methods / attributes
  - can override an inherited method
- **Constructors are not inherited** but a subclass constructor **can call its direct superclass's constructor** to initialize the superclass attributes