

# CS/ENGRD 2110

## SPRING 2017

Lecture 7: Interfaces and Abstract Classes  
<http://courses.cs.cornell.edu/cs2110>

# Announcements

2

A2 is due tomorrow night (17 February)

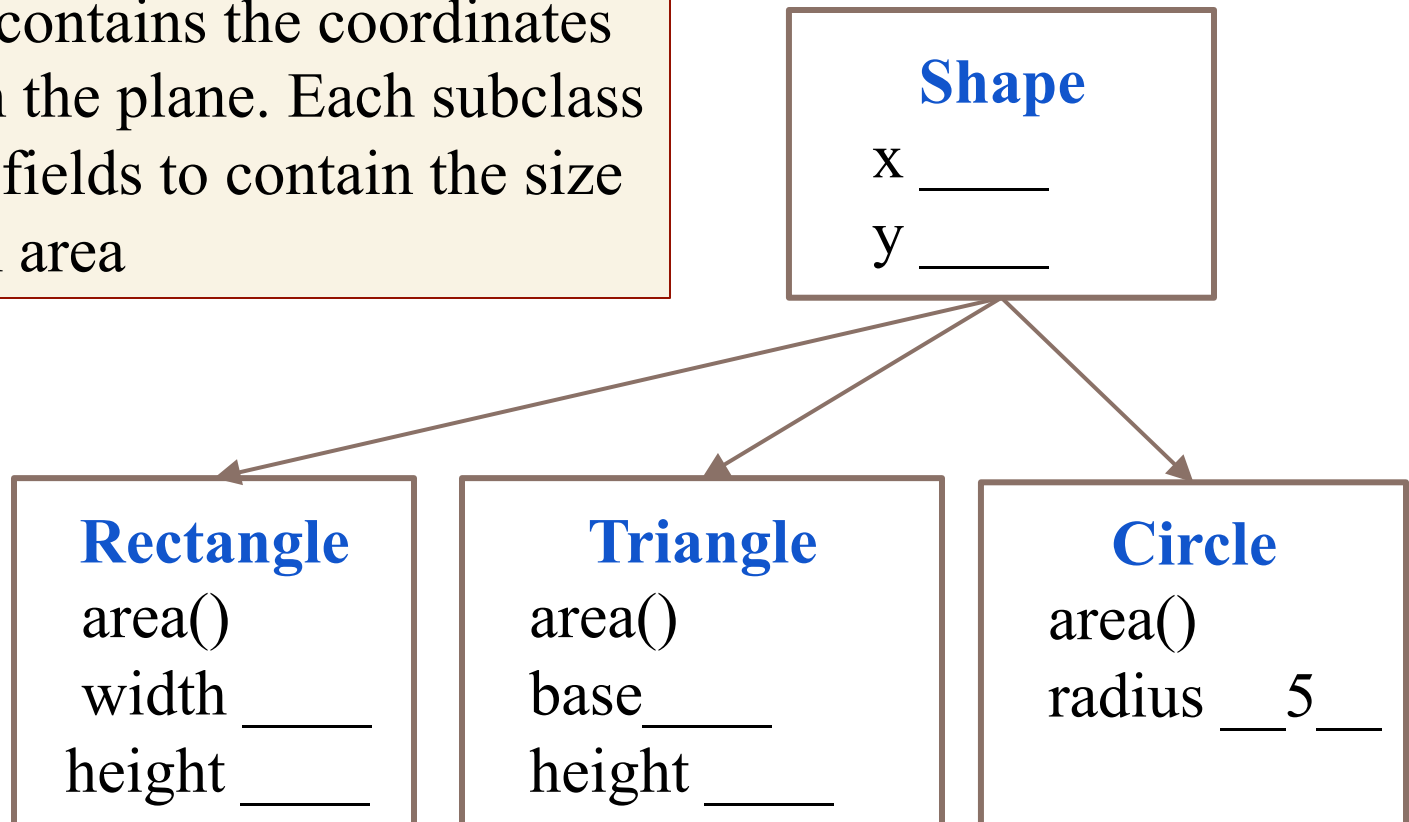
Get started on A3 – a method every other day

## A Little Geometry!

### Abstract Classes

class Shape contains the coordinates of a shape in the plane. Each subclass declares the fields to contain the size and function area

Write variables as lines instead of boxes



# Problem: Don't like creation of Shape objects

Abstract Classes

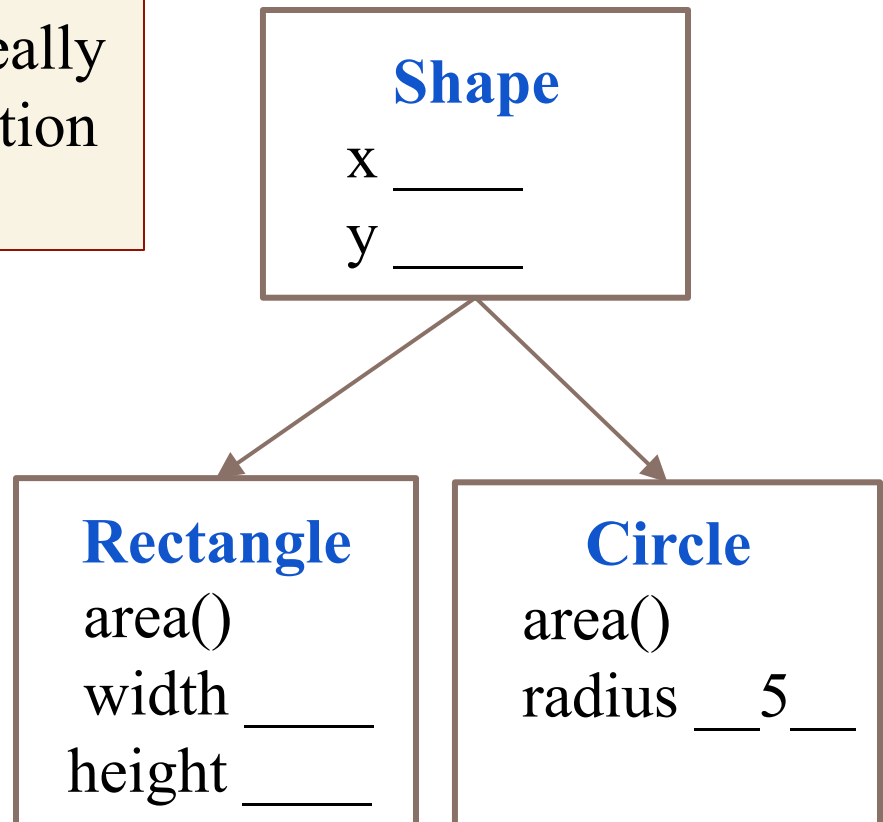
## PROBLEM

Since an object of Shape is not really a shape, don't want to allow creation of objects of class Shape!

## Solution

```
public abstract class Shape {  
    ...  
}
```

**Syntactic rule:** if a class C is abstract, the new-expression `new C(...)` cannot be used!



## Demo 1: Complete this function in class Shape.

Abstract Classes

```
/** Return sum of areas of shapes in s */  
public static double sumAreas(Shape[] s) {  
  
    float sum= 0;  
    for (int k= 0; k < s.length; k= k+1) {  
        sum= s[k].area();  
    }  
}
```

**Does this work?**

the area method is not in the Shape class

Problems:

1. Use **instanceof** to figure out which subclass s[k] is and cast down so that function area() can be called.

Adding new **Shape** subclass requires modifying **sumAreas**

## A Partial Solution:

Add method area to class Shape:

```
public double area() {  
    return 0;  
}
```

**Problem:** a subclass might forget to override area().

Use this instead?

```
public double area() {  
    throw new RuntimeException(  
        "area not overridden");  
}
```

**Problem:** a subclass might still forget to override area().

## Good solution:

### Abstract Classes

In **abstract** class Shape, to require all subclasses to override function area, make it abstract:

```
public abstract class Shape {  
    ...  
    /** Return the area of this shape */  
    public abstract double area() ;  
}
```

#### Syntax:

If a method has keyword **abstract** in its declaration, use a semicolon instead of a method body

# Abstract Summary

## Abstract Classes

1. To make it impossible to create an instance of a class C, make C abstract:

```
public abstract C { ... }
```

**Syntax:** the program cannot be compiled if it contains a new-expression `new C(...)` and C is abstract.

2. In an abstract class, to require each subclass to **override** method `m(...)`, make m abstract:

you can put the argument / parameter in the `m(...)`

```
public abstract int m(...);
```

**Syntax:** the program cannot be compiled if a subclass of an abstract class does not override an abstract method.

abstract method only can be defined in abstract class



## Abstract class used to “define” a type (abstract data type)

Type: set of values together with operations on them

Suppose we want to define type Stack (of ints). It's operations are:

`isEmpty()` --return true iff the stack is empty  
`push(k)` --push integer k onto the Stack  
`pop()` --pop the top stack element

```
public abstract class Stack {  
    public abstract boolean isEmpty();  
    public abstract void push(int k);  
    public abstract int pop();  
}
```

Naturally, need  
specifications

## Example of subclasses of Stack

```
public abstract class Stack {  
    public abstract boolean isEmpty();  
    public abstract void push(int k);  
    public abstract int pop();  
}
```

```
public class ArrayStack extends Stack {  
    private int n; // stack elements are in  
    private int[] b; // b[0..n-1]. b[0] is bottom  
  
    /** Constructor: An empty stack of max size s. */  
    public ArrayStack(int s) {b= new int[s];}  
    public boolean isEmpty() {return n == 0;}  
    public void push(int v) { b[n]= v; n= n+1;}  
    public int pop() {n= n-1; return b[n]; }  
}
```

Missing  
lots of  
tests for  
errors!  
Missing  
specs!

## Example of subclasses of Stack

```
public abstract class Stack {  
    public abstract boolean isEmpty();  
    public abstract void push(int k);  
    public abstract int pop();  
}
```

```
public class LinkedListStack extends Stack {  
    private int n; // number of elements in stack  
    private Node first; // top node on stack
```

```
    /** Constructor: An empty stack */
```

```
    public LinkedListStack() {}
```

```
    public boolean isEmpty() {return n == 0;}
```

```
    public void push(int v) { prepend v to list}
```

```
    public int pop() { ...}
```

```
}
```

prepend means put the value in the beginning

Missing  
lots of  
tests for  
errors!  
Missing  
specs!

## Flexibility!

```
public abstract class Stack { ... }
```

```
public class LinkedListStack extends Stack { ... }
```

```
public class ArrayStack extends Stack { ... }
```

/\*\* A class that needs a stack \*/

```
public class C {
```

```
    Stack st= new ArrayStack(20);
```

```
    ...  
    public void m() {
```

```
        ...  
        st.push(5);
```

```
        ...  
    }
```

```
}
```

```
}
```

Choose an array  
implementation,  
max of 20  
values

Store the  
ptr in a  
variable of  
type Stack!

Use only methods  
available in abstract  
class Stack

## Flexibility!

```
public abstract class Stack { ... }
```

```
public class LinkedListStack extends Stack { ... }
```

```
public class ArrayStack extends Stack { ... }
```

```
/** A class that needs a stack */  
public class C {  
    Stack st= new ArrayStack(20); LinkedListStack();  
    ...  
    public void m() {  
        ...  
        st.push(5);  
        ...  
    }  
}
```

Want to use a linked list instead of an array? Just change the new-expression!

# Interfaces

An interface is like an abstract class **all of whose components are public abstract methods**. Just have a different syntax

We don't tell you immediately WHY Java has this feature, this construct. First let us define the interface and see how it is used. The why will become clear as more and more examples are shown.

(an interface **can** have a few other kinds of components, but they are limited. For now, it is easiest to introduce the interface by assuming it can have only public abstract methods and nothing else. Go with that for now!)

# Interfaces

An interface is like an abstract class all of whose components are public abstract methods. Just have a different syntax

```
public abstract class Stack {  
    public abstract boolean isEmpty();  
    public abstract void push(int k);  
    public abstract int pop();  
}
```

Here is an abstract class. Contains only public abstract methods

```
public interface Stack {  
    public abstract boolean isEmpty();  
    public abstract void push(int k);  
    public abstract int pop();  
}
```

Here is how we declare it as an interface

# Interfaces

```
public abstract class Stack {  
    public abstract boolean isEmpty();  
    public abstract void push(int k);  
    public abstract int pop();  
}
```

you can only extend one class but  
implement multiple interface

## Extend a class

```
class StackArray  
    extends Stack {  
    ...  
}
```

```
public interface Stack {  
    boolean isEmpty();  
    void push(int k);  
    int pop();  
}
```

Since methods have to be public  
and abstract, we can leave off  
those keywords.

## Implement an interface

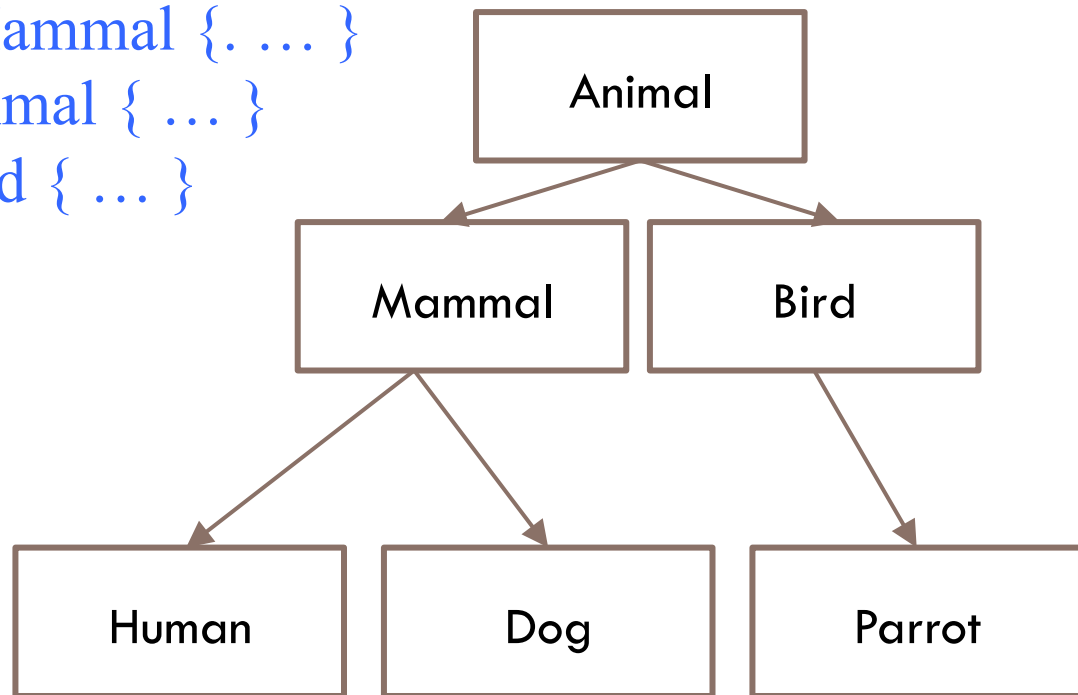
```
class StackArray  
    implements Stack {  
    ...  
}
```



# A start at understanding use of interfaces

Have this class hierarchy:

```
class Animal { ... }  
class Mammal extends Animal { ... }  
class Bird extends Animal { ... }  
class Human extends Mammal { ... }  
class Dog extends Mammal { ... }  
class Parrot extends Bird { ... }
```

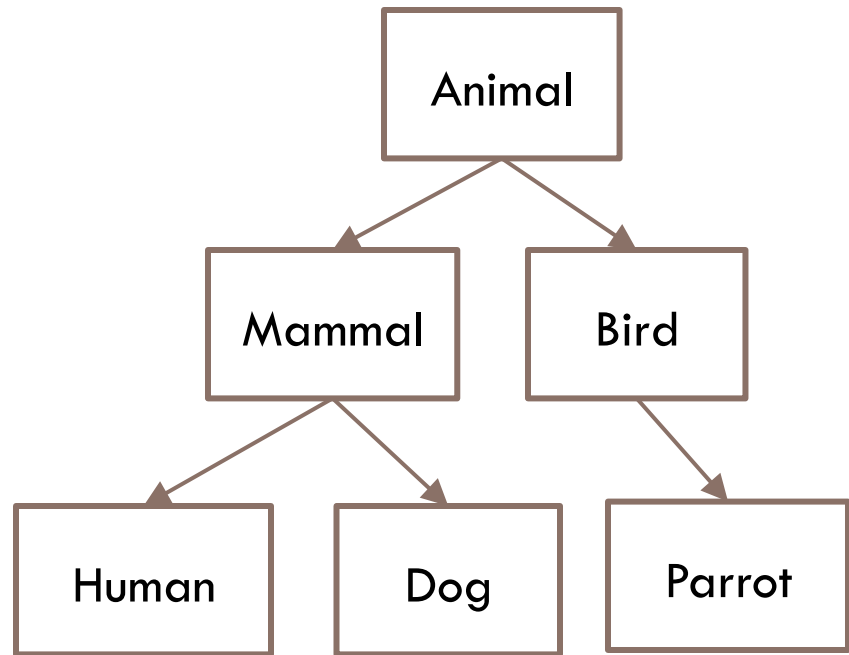


# A start at understanding use of interfaces

Humans and Parrots can whistle. Other Animals cannot.  
“listenTo” is given as a whistling method:

```
public void listenTo(String w) { System.out.println(w); }
```

We need a way of indicating that  
classes Human and Parrot  
have this method `listenTo`



# A start at understanding use of interfaces

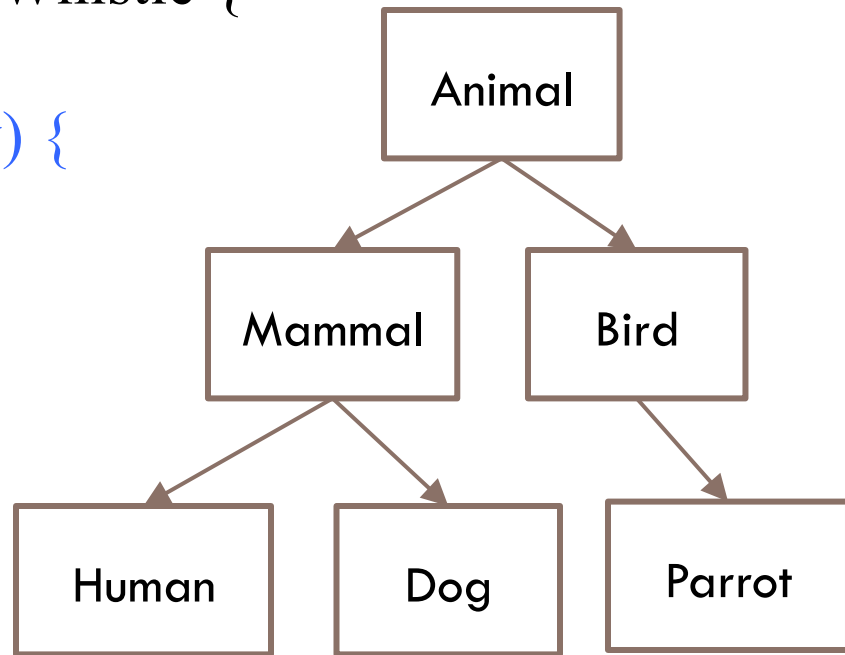
```
public interface Whistle {  
    void listenTo(String w) ;  
}
```

```
public class Human extends Mammal  
    implements Whistle {
```

...

```
    public void listenTo(String w) {  
        System.out.println(w);  
    }  
}
```

(similarly for Parrot)

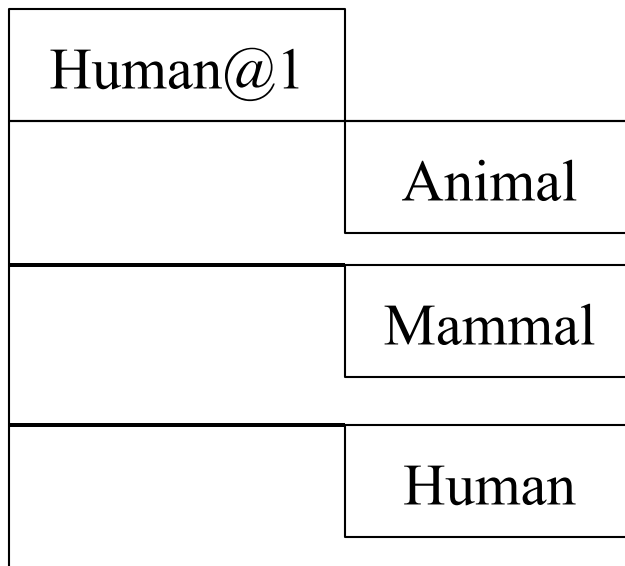


## Here's what an object of class Human looks like

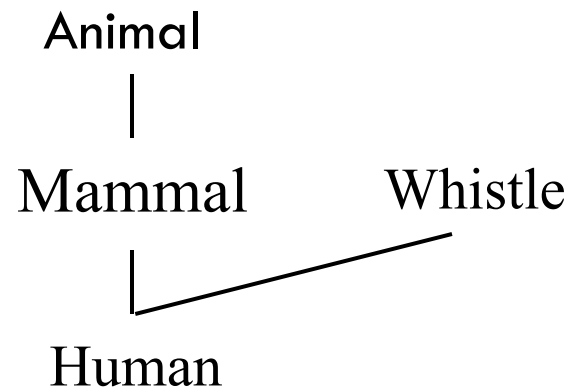
```
public interface Whistle { void listenTo(String w) ; }
```

```
public class Human extends Mammal implements Whistle {  
    ...  
    public void listenTo(String w) { ...}  
}
```

Usual drawing of object



Draw it this way

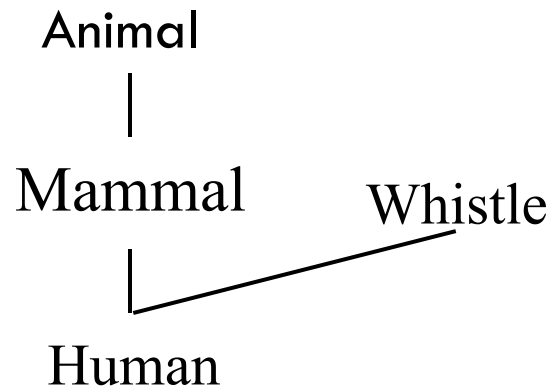


Add interface  
dimension

## Here's what an object of class Human looks like

```
public interface Whistle { void listenTo(String w) ; }
```

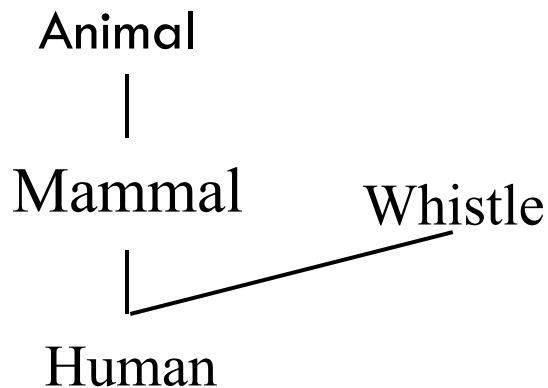
```
public class Human extends Mammal implements Whistle {  
    ...  
    public void listenTo(String w) { ...}  
}
```



A dimension for each class  
that is extended and interface  
that is implemented

## Here's what an object of class Human looks like

```
Human h= new Human();  
Object ob= h;  
Animal a= (Animal) ob;  
Mammal m= h;  
Whistle w= h;
```



h, ob, a, m, and w all point to the same object.

The object can be (and is) cast to any “partition” in it: h, ob, a, m, and w.

Upward casts: can be implicit; inserted by Java  
Downward casts: must be explicit

## Real example: Comparable<T>

Package java.lang contains this interface

```
public interface Comparable<T> {  
    /** = a negative integer if this object < c,  
        = 0 if this object = c,  
        = a positive integer if this object > c.  
        Throw a ClassCastException if c can't  
            be cast to the class of this object. */  
    int compareTo(T c);  
}
```

## Real example: Comparable<T>

We implement Comparable<T> in class Shape

```
public abstract class Shape implements Comparable<Shape> {  
    ...  
    /** Return the area of this shape */  
    public abstract double area() ;  
  
    /** Return negative number, 0, or a positive number  
        depending on whether this are is <, =, or > c's area */  
    public int compareTo(Shape c) {  
        double diff= area() - c.area();  
        return diff == 0 ? 0 : (diff < 0 ? -1 : 1);  
    }  
}
```



## Arrays.sort has this method.

```
/** Sort array b. Elements of b must implement  
interface Comparable<T>. Its method compareTo is  
used to determine ordering of elements of b. */  
Arrays.sort(Object[] b)
```

Shape implements Comparable, so we can write

```
// Store an array of values in shapes
```

```
Shape[] shapes= ...; ...
```

```
Arrays.sort(shapes);
```

# Abstract Classes vs. Interfaces

- Abstract class represents something
- Share common code between subclasses

- Interface is what something can do defines an “abstract data type”
- A contract to fulfill
- Software engineering purpose

## Similarities:

- Can't instantiate
- Must implement abstract methods
- Later we'll use interfaces to define “abstract data types”
  - (e.g. List, Set, Stack, Queue, etc)