Inheritance in Java

Inheritance Overview

- Pillar of OOP - another layer of organization
- Defines relationships between Classes
- Contributes to code reuse.
    - DRY - don’t repeat yourself

Inheritance Example

```java
public abstract class GameOfThronesHouse<C extends GameOfThronesCharacter> {

    private final String name;

    private final List<C> characters;

    private final Banner banner;

    protected GameOfThronesHouse(String name, List<C> characters, Banner banner) {
        this.name = name;
        this.characters = characters;
        this.banner = banner;
    }

    public String getName() {
        return name;
    }

    public String getFormalName() {
        return String.format("House %s", getName());
    }

    public List<C> getCharacters() {
        return characters;
    }

    public Banner getBanner() {
        return banner;
    }

    public boolean isMember(GameOfThronesCharacter<?> character) {
        return (getClass().equals(character.getHouse()));
    }

}
```

```java
public abstract class GameOfThronesCharacter<H extends GameOfThronesHouse> {

    private final String name;

    private final Class<H> house;

    public GameOfThronesCharacter(String name, Class<H> house) {
        this.name = name;
        this.house = house;
    }

    public String getName() {
        return name;
    }

    public String getFormalName() {
        return String.format("%s %s", getName(), getHouse().getSimpleName());
    }

    public Class<H> getHouse() {
        return house;
    }

}
```

Game of Thrones - Starks

```java
public class Stark extends GameOfThronesCharacter<StarkHouse> {

    public Stark(String name) {
        super(name, StarkHouse.class);
    }

}
```

```java
public class StarkHouse extends GameOfThronesHouse<Stark> {

    public StarkHouse() {
        super("Stark",
                new ArrayList<Stark>() { {
                    add(new Stark("Bran"));
                    add(new Stark("Sansa"));
                    add(new Stark("Arya"));
                    add(new Stark("Robb"));
                    ...
                } },
               new Banner("Gray"));
    }
}
```

Game of Thrones - Lannisters

```java
public class Lannister extends GameOfThronesCharacter<LannisterHouse> {

    public Lannister(String name) {
        super(name, LannisterHouse.class);
    }

}
```

```java
public class LannisterHouse extends GameOfThronesHouse<Lannister> {

    public LannisterHouse() {
        super("Lannister",
                new ArrayList<Lannister>() {
                    {
                        add(new Lannister("Tyrion"));
                        add(new Lannister("Jaime"));
                        add(new Lannister("Cersei"));
                        add(new Lannister("Tywin"));
                    }
                },
                new Banner("Red")
        );
    }
}
```

Inheritance Hierarchy

- Classes can extend from others forming a hierarchy.

```
1  public abstract class GameOfThronesHouse {
2  ...
3  }
4  public abstract class GameOfThronesNorthernHouse extends GameOfThronesHouse {
5  ...
6  }
7  public class StarkHouse extends GameOfThronesNorthernHouse {
8  ...
9  }
```

No Multiple Inheritance

- Classes extend from one and only one class
  - Cannot extend from two classes
  - All classes, even if not explicitly specified, extend from at least one class. If not specified the class is Object
- Problems with multiple inheritance
  - Biggest challenge is “the diamond problem”
  - If class C extends from both class A and class B and class A and class B implement a method called `foo` and C doesn’t override it, when invoked at runtime which method should be called, A’s or B’s?
  - Java avoids multiple inheritance altogether.

Polymorphism

- Many distinct types referenced by their shared supertype
  - Take an example of an Animal class with subclasses Dog and Cat (i.e., `Dog extends Animal`). Then both Dog and Cat can be identified as Animal.

```java
public class Animal {
    public String makeNoise() {
        return "";
    }
}
```

```java
public class Dog extends Animal {
    @Override public String makeNoise() {
        return "woof";
    }
}
```

```java
public class Cat extends Animal {
    @Override public String makeNoise() {
        return "meow";
    }
}
```

```java
public class AnimalListener {

    public static void main(String[] args) {
        Animal[] animals = new Animal[] { new Cat(), new Dog() };
        AnimalListener listener = new AnimalListener();
        listener.listen(animals);
    }

    public void listen(Animal ... animals) {
        for (Animal animal : animals) {
            System.out.printf("%s%n", animal.makeNoise());
        }
    }

}
```

Polymorphism Caution

- Dog is an Animal but not all Animals are Dogs
- Seems simple enough but can lead to issues with array objects.
  - Java has covariant arrays which lead to issues with polymorphic types.
  - If Java had invariant arrays then there wouldn't be an issue but the language would be less expressive.
  - Invariant arrays mean: given type X and type Y which extends from X (i.e., Y is an instance of X) then the array type, Y[] is NOT an instance of X[].
  - Covariant arrays means: given type X and type Y which extends from X (i.e., Y is an instance of X) then the array type, Y[] is an instance of X[].

Polymorphism Caution (cont)

- So what could go wrong?

```
1  Dog[] dogs = new Dog[] { new Dog(), new Dog() };
2  animals = dogs;
3  animals[0] = new Cat();
4  Dog dog = dogs[0]; // Rut roh...
```

- So what happens? Compile error?

The `final` keyword on classes/methods

- Marking classes as final makes them immutable; i.e., they cannot be subclassed
- Marking methods as final makes them immutable; i.e., they cannot be overridden
- Although making class fields immutable is desired, marking classes and methods final is not a common practice. Some do this for “performance” but it makes unit testing hard and prevents any future extensibility.

```
1  public final class FinalClass {
2
3      // Cannot be extended!
4
5  }
6
7  public class FinalMethod {
8
9      public final String cannotBeOverridden() {
10         return "Will always return this String!";
11     }
12
13 }
```

Casts / instanceof

- **Cast converts from one type to another**
- **Instanceof checks if an object is an instance of a Class**
- Use sparingly. Most often found in reflection / tooling code
  - Casts were often present prior to Java 5 as there were no generics

```
1  public class TypeCheck {
2
3      public boolean isString(Object value) {
4          return (value instanceof String);
5      }
6
7      public String coerce(Object value) throws ClassCastException {
8          return (String) value;
9      }
10
11 }
```

Abstract Classes

- Marking a class as `abstract` allows you to define functionality that can be leveraged by subclasses without allowing code to directly instantiate the type.
- When designing think of these as logical groupings but which cannot themselves exist (or in practice there'd always be a more specific type of these).
    - Animal and Employee are great examples. You don't *just* have an Animal you always have something that is an Animal but is something more specific like a Dog.
- When creating abstract classes need to keep encapsulation in mind. What fields/methods do you want to expose to everyone, just subclasses or no one.
    - If everyone (and method as fields should rarely if ever be public) mark `public`
    - If just subclasses mark `protected`
    - If just used by abstract class mark `private`

Abstract Class Example

```
1  public abstract class Employee {
2      private final String name;
3
4      private final double salary;
5
6      protected Employee(String name, double salary) {
7          this.name = name;
8          this.salary = salary;
9      }
10
11     public String getName() {
12         return name;
13     }
14
15     public double getSalary() {
16         return salary;
17     }
18 }
```

Concrete Class Example

```
1  public class Programmer extends Employee {
2
3      private final String languagePreference;
4
5      public Programmer(String name, double salary, String languagePreference) {
6          super(name, salary);
7          this.languagePreference = languagePreference;
8      }
9
10     public String getLanguagePreference() {
11         return languagePreference;
12     }
13
14     @Override public String toString() {
15         return String.format("Name - %s %nSalary - %.2f %nLanguage - %s",
16                 getName(), getSalary(), getLanguagePreference());
17     }
18 }
```

Abstract methods

- Abstract classes can also define methods to be implemented.
- These methods it can invoke in other methods.
- You know a functionality should exist at the abstract level you just don't know what it is concretely; delegate this decision to the concrete class.

```
1  public abstract class Animal {
2
3      public abstract String makeNoise();
4
5      public abstract int getNumberOfLimbs();
6
7      public String describe() {
8          return String.format("%s! I have %d limbs.", makeNoise(), getNumberOfLimbs());
9      }
10
11 }
```

The Object Class

- Every class (not primitives) have the Object class as the root of their inheritance hierarchy.
- A class either extends from another or from Object
  - Can only explicitly extend from non-Object classes (by marking ‘extends X’)
  - Not extending from another class implicitly means extend from Object class

Object Class Methods

- getClass()
  - returns the Class class instance
- hashCode()
  - a hash code value for this object. More on this later.
- equals(Object obj)
  - returns true if this object equals `obj`. More on this later.
- clone()
  - returns a clone of this object. Prefer constructor methods. Rarely used in newer Java libraries.
- toString()
  - return a String representation of this object.

Object Class Methods (cont)

- notify()
  - wakes up a thread listening for this object's monitor. We'll discuss this in the Concurrency lecture. In general, better ways of doing this with concurrency libraries introduced in Java 5.
- notifyAll()
  - just like `notify` but wakes all threads listening for this object's monitor.
- wait(long) & wait(long, int) & wait()
  - waits the current thread until another calls one of the notify methods. Overloaded methods with varying timeout.
- finalize()
  - * Called when no more references exist *
  - Never override this. Never rely upon it being invoked.

Object Class - 3 methods you'll actually override

- toString()
  - Mostly used for logging.
  - Make this terse and descriptive. At least print things which will help you debug issues and identify the issue.
- equals(Object)
  - Used to identify instantiated objects with like properties
    - Default implementation from Object returns referential equality
  - In conjunction with hashCode, used often by the Collection interfaces
  - Strict rules about implementation.
- hashCode()
  - Used in conjunction with equals for hash-table implementations.
  - Strict rules about implementation.

equals Method Implementation Rules

- Reflexive
  - for any non-null x, `x.equals(x) == true`
- Symmetric
  - for any non-null x and y, `x.equals(y) == true` if and only if `y.equals(x) == true`
- Transitive
  - for any non-null x, y and z, if `x.equals(y) == true` and `y.equals(z) == true` then `x.equals(z) == true`
- Consistent
  - for any non-null x and y, x.equals(y) should, for repeated invocations, consistently return either true or false provided nothing under comparison has changed
- Null is false
  - for any non-null x, `x.equals(null) == false`

Counter Examples - equals

- What rule does this violate?
  - Is it reflexive?
  - Is it symmetric?
  - Is it transitive?
  - Is it consistent?
  - Is it “null == false”?

```
1  public class WrongEquals {
2
3      private final int variable;
4
5      public WrongEquals(int variable) {
6          this.variable = variable;
7      }
8
9      @Override public boolean equals(Object o) {
10         return (variable < ((WrongEquals) o).variable);
11     }
12
13     @Override
14     public int hashCode() {
15         return variable;
16     }
17 }
```

Counter Examples - equals

- What rule does this violate?
  - Is it reflexive?
  - Is it symmetric?
  - Is it transitive?
  - Is it consistent?
  - Is it “null == false”?

```java
public class WrongEquals {

    private final String variable;

    public WrongEquals(String variable) {
        this.variable = variable;
    }

    @Override public boolean equals(Object o) {
        if (this == o) {
            return true;
        }
        if (o instanceof String) {
            return variable.equals((String) o);
        }
        if (o instanceof WrongEquals) {
            return variable.equals(((WrongEquals) o).variable);
        }
        return false;
    }

    @Override
    public int hashCode() {
        return (variable == null ? 0 : variable.hashCode());
    }
}
```

Counter Examples - equals

```java
public class WrongEquals {

    protected final String variable;

    public WrongEquals(String variable) {
        this.variable = variable;
    }

    @Override public boolean equals(Object o) {
        if (this == o) {
            return true;
        }
        if (!(o instanceof WrongEquals)) {
            return false;
        }
        return variable.equals(((WrongEquals) o).variable);
    }

    @Override
    public int hashCode() {
        return (variable == null ? 0 : variable.hashCode());
    }

}
```

```java
public class WrongEqualsExt extends WrongEquals {

    private final String variable2;

    public WrongEqualsExt(String variable, String variable2) {
        super(variable);
        this.variable2 = variable2;
    }

    @Override public boolean equals(Object obj) {
        if (!(obj instanceof WrongEqualsExt)) {
            return super.equals(obj);
        }
        return (super.equals(obj)
           && variable2.equals(((WrongEqualsExt) obj).variable2));
    }

    @Override public int hashCode() {
        return super.hashCode();
    }

}
```

Counter Examples - equals (cont)

- What rule does this violate?
  - Is it reflexive?
  - Is it symmetric?
  - Is it transitive?
  - Is it consistent?
  - Is it “null == false”?

```
1  public class WrongEquals {
2      ...
3      @Override public boolean equals(Object o) {
4          if (this == o) {
5              return true;
6          }
7          if (!(o instanceof WrongEquals)) {
8              return false;
9          }
10         return variable.equals(((WrongEquals) o).variable);
11     }
12 }
13 public class WrongEqualsExt extends WrongEquals {
14     ...
15     @Override public boolean equals(Object obj) {
16         if (!(obj instanceof WrongEqualsExt)) {
17             return super.equals(obj);
18         }
19         return (super.equals(obj)
20             && variable2.equals(((WrongEqualsExt) obj).variable2));
21     }
22 }
```

Counter Examples - equals (cont)

```
49  @Test
50  public void equals() {
51      String foo = "foo";
52      WrongEquals wrongEquals = new WrongEqualsExt(foo, "NOT EQUALS");
53      WrongEquals wrongEquals1 = new WrongEquals(foo);
54      WrongEquals wrongEquals2 = new WrongEqualsExt(foo, foo);
55
56      System.out.printf("%s%n", wrongEquals.equals(wrongEquals1));
57      System.out.printf("%s%n", wrongEquals1.equals(wrongEquals2));
58      System.out.printf("%s%n", wrongEquals.equals(wrongEquals2));
59  }
```

Counter Examples - equals

- What rule does this violate?
  - Is it reflexive?
  - Is it symmetric?
  - Is it transitive?
  - Is it consistent?
  - Is it “null == false”?

```
1  public class WrongEquals {
2
3      private final AtomicInteger counter;
4
5      public WrongEquals(int start) {
6          this.counter = new AtomicInteger(start);
7      }
8
9      public int getCount() {
10         return counter.getAndDecrement();
11     }
12
13     @Override public boolean equals(Object o) {
14         if (this == o) {
15             return true;
16         }
17         if (o == null || getClass() != o.getClass()) {
18             return false;
19         }
20         WrongEquals that = (WrongEquals) o;
21         return counter.get() == that.getCount();
22     }
23
24     @Override public int hashCode() {
25         return counter.hashCode();
26     }
27 }
```

Counter Examples - equals

- What rule does this violate?
  - Is it reflexive?
  - Is it symmetric?
  - Is it transitive?
  - Is it consistent?
  - Is it “null == false”?

```
1  public class WrongEquals {
2
3      private final AtomicInteger counter;
4
5      public WrongEquals(int start) {
6          this.counter = new AtomicInteger(start);
7      }
8
9      public int getCount() {
10         return counter.getAndDecrement();
11     }
12
13     @Override public boolean equals(Object o) {
14         if (this == o) {
15             return true;
16         }
17         if (o == null || getClass() != o.getClass()) {
18             return false;
19         }
20         WrongEquals that = (WrongEquals) o;
21         return getCount() == that.getCount();
22     }
23
24     @Override public int hashCode() {
25         return counter.hashCode();
26     }
27 }
```

Implementing equals - instanceof or getClass?

- Always (*) use `getClass()` checks

```
17          if (o == null || getClass() != o.getClass()) {
18              return false;
19          }
```

* you can use `instanceof` if the class is `final` or you mark the equals implementation as `final`

hashCode Method Implementation

- Consistent
  - if invoked on the same object more than once in same JVM then it must return the same integer provided nothing under comparison has changed
- Equality
  - If x and y are equals (`x.equals(y) == true`) then their hash-code values must be the same (`x.hashCode() == y.hashCode() == true`)
  - This does not imply that unequal objects must have different hash-codes, in fact they often do not (called collisions). Collisions should be minimized for fast hash-table implementations.
    - I.e., if x and y are unequal (`x.equals(y) == false`) then their hash-code values may be the same (`x.hashCode() == y.hashCode() == true`)

Counter Examples - hashCode

- Why is this an incorrect hashCode implementation?

```
1  public class WrongHashCode {
2
3      private final String id;
4
5      private final Number value;
6
7      public WrongHashCode(String id, Number value) {
8          this.id = id;
9          this.value = value;
10     }
11
12     @Override public boolean equals(Object o) {
13         if (this == o) {
14             return true;
15         }
16         if (o == null || getClass() != o.getClass()) {
17             return false;
18         }
19         WrongHashCode that = (WrongHashCode) o;
20         return (id == null ? (that.id == null) : id.equals(that.id));
21     }
22
23     @Override public int hashCode() {
24         int result = id != null ? id.hashCode() : 0;
25         result = 31 * result + (value != null ? value.hashCode() : 0);
26         return result;
27     }
28 }
```

hashCode Gotcha!

- Although hashCode values may change for the same object, this is unadvisable and can lead to hard to diagnose bugs.
  - Another win for immutability! Immutable objects by definition will not have changing hashCode values as their variables are not changing.
- What trouble can arise if the hashCode value changes?

Auto boxing & unboxing

- Allows primitive values to be converted to and from their corresponding Object representations automatically by the compiler/JVM.
  - Auto-boxing -> convert primitive to corresponding Object
  - Auto-unboxing -> convert Object to corresponding primitive
- Introduced in Java 1.5 as a programming convenience.

Primitive type	Wrapper class
boolean	Boolean
byte	Byte
char	Character
float	Float
int	Integer
long	Long
short	Short
double	Double

Autoboxing Gotcha! (cont)

```
1  public class GotchaTwo {
2
3      @Override public Integer hashCode() {
4          return super.hashCode();
5      }
6  }
```

Autoboxing Gotcha! (cont)

```
1  public class GotchaThree {
2
3      public static void main(String[] args) {
4
5          int first;
6          Integer second;
7          Integer third;
8
9          first = 127;
10         second = 127;
11         third = 127;
12
13         System.out.printf("%s%n", (first == second));
14         System.out.printf("%s%n", (second == third));
15
16         first = 128;
17         second = 128;
18         third = 128;
19
20         System.out.printf("%s%n", (first == second));
21         System.out.printf("%s%n", (second == third));
22
23     }
24
25 }
```

Variable Arguments - varargs

- Allows methods to be defined without knowing the exact number of arguments passed.
- Arguments must be of the same type and must occur as the last argument of the method.
- Introduced in Java 1.5 as a programming convenience.
  - Simply syntactic sugar around wrapping the methods into an array of the same type.
  - Super convenient when invoking methods though; use this whenever possible

Varargs - example

```
1  public class Varargs {
2
3      public static void main(String[] args) {
4          Varargs varargs = new Varargs();
5          varargs.print("foo", "and", "bar", "and", "more");
6      }
7
8      // arguments type is String[]
9      public void print(String ... arguments) {
10         for (String argument : arguments) {
11             System.out.printf("%s%n", argument);
12         }
13     }
14
15 }
```

Enum Types

- Enumeration of all possible values of a type at compile time
- Use when all values are known upfront
- Useful as easy for programmers to reason about logic
  - I.e., can use in switch statements

```
1   public enum Day {
2
3       Sunday,
4       Monday,
5       Tuesday,
6       Wednesday,
7       Thursday,
8       Friday,
9       Saturday
10
11  }
```

Enum Types (cont)

- Enum types are a special type of Class
  - Can be extended and have instance fields and methods just like any other Object of a Class
- Enum value is simply an Object instance of the Enum class.

```
1  public enum GasolineGrade {
2
3      Premium(97),
4
5      Plus(93),
6
7      Regular(87),
8
9      Diesel(20);
10
11     private final Integer octane;
12
13     GasolineGrade(Integer octane) {
14         this.octane = octane;
15     }
16
17     public Integer getOctane() {
18         return octane;
19     }
20 }
```

Read Chapter 6

All sections except 6.5 will be covered in next lecture

- You can skip sections 6.5 (Proxies)

Homework 4

https://github.com/NYU-CS9053/Spring-2016/homework/week4

Autoboxing Gotcha!

```
1  public class GotchaOne {
2      public static void main(String[] args) {
3          GotchaOne gotchaOne = new GotchaOne();
4          gotchaOne.print(gotchaOne.load());
5      }
6      public Integer load() {
7          Integer value = null;
8          // TODO - Load from DB
9          return value;
10     }
11     public void print(int value) {
12         System.out.printf("Value is %d%n", value);
13     }
14 }
```