

# Inheritance & Composition









### **Outlines**

#### **BASIC CONCEPTS**

- > Introduction
- > Inheritance & Composition
- > Extend classes & instanceof
- Method overriding
- > Keyword 'super'
- > Creation mechanism
- > Access control
- > Methods you cannot override

#### ADVANCED CONCEPTS

- > Dynamic binding
  - Create a single method that has one or more parameters that might be one of several types
  - Create a single array of superclass object references but store multiple subclass instances in it.







### Introduction

- > Creating new class
  - From scratch
  - From existing class (reuse)
    - > Inheritance
      - "is-a" or "is-a-type-of" relation
    - Composition
      - "has-a"





### Introduction

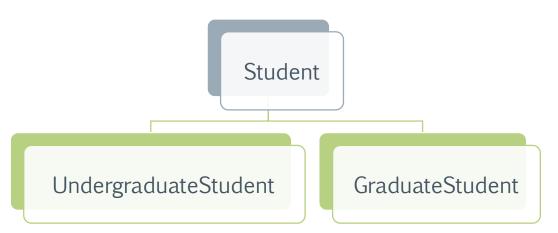
- Inheritance makes it possible to build new classes from existing classes thus facilitating the reuse of methods and data from one class in another.
- > Inheritance allows data of one type to be treated as data of a more general type.
  - > Use inheritance to create derived class
    - Save time
    - Reduce errors
    - Reduce amount of new learning required to use new class





### Introduction (cont.)

- > Base class
  - Used as a basis for inheritance
  - Also called:
    - > Superclass
    - > Parent class
  - For example:
    - > Student



#### > Derived class

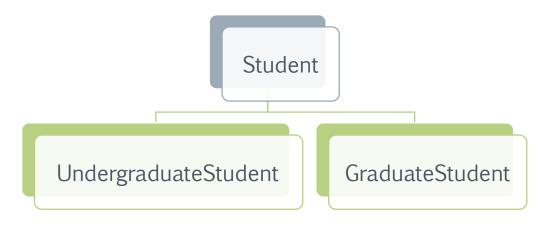
- Inherits all non-private members from a base class
- Always "is a" case or example of more general base class
- Also called:
  - > Subclass
  - > Child class
- For example:
  - > UndergraduateStudent
  - > GraduateStudent







### Introduction



- > UndergraduateStudent "isa" Student
- > GraduateStudent "is-a"Student

> But not the other way

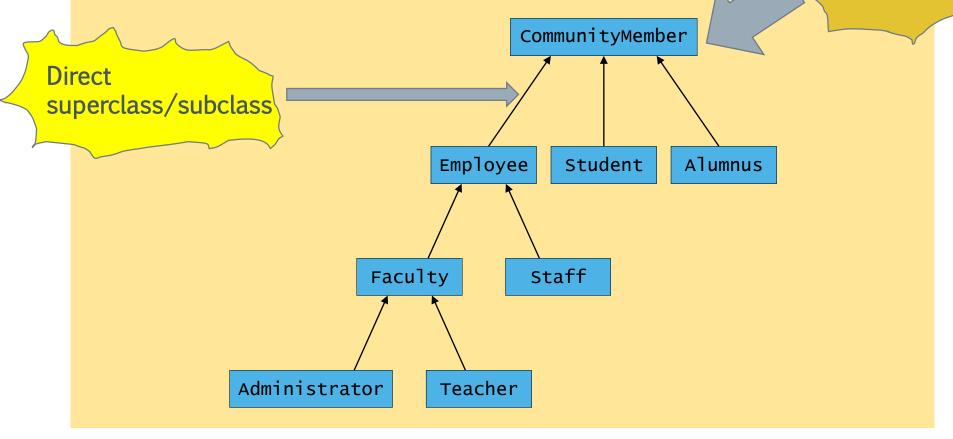






Introduction (cont.): More example

Super class of all other classes below



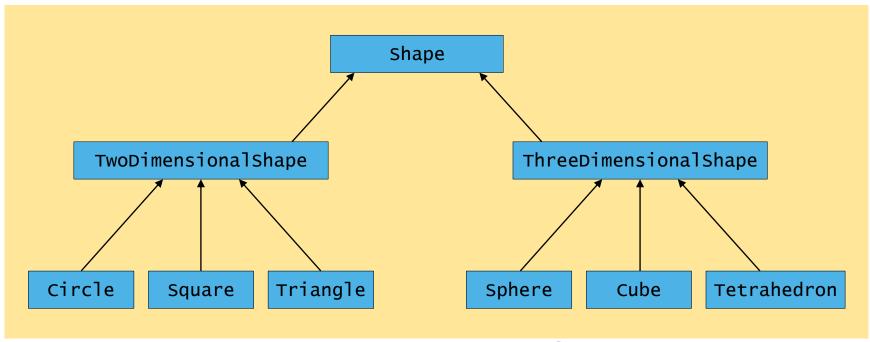
Inheritance hierarchy for university CommunityMembers.







# Introduction (cont.): More example



Inheritance hierarchy for Shapes.







## Inheritance Examples



















GraduateStudent



### Implementation of Inheritance

Student

UndergraduateStudent

- > Keyword extends
  - Achieve inheritance in Java
  - Can extends from only one superclass
  - Example:
    - > public class UndergraduateStudent extends Student
    - > public class GraduateStudent extends Student
- > Inheritance one-way proposition
  - Child inherits from parent, not the other way round.



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# Student Case Study

Package "Student"

- What are subclasses inherited from superclass?
- Are there anything in subclasses that do not have in superclass?



#### Student #name: string

#test[]: int

#courseGrade: string

+Student()

+Student(in studentName : string)

+setName(in name : string)

+getName(): string

+setCourseGrade(in courseGrade : string)

**Sibling** 

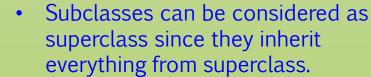
+getCourseGrade() : string

+setTestScore(in testNumber : int, in testScore : int)

+getTestScore(in testNumber : int)

+printName()

#### Generalization Concept



But, superclass cannot be considered as subclasses.

Undergraduate & graduate students are student!



de
$+$ test3)/3 $\geq$ = 70

Type	computeCourseGrade		
Undergrad.	Pass if $(test1+test2+test3)/3 >= 70$		
Grad.	Pass if $(\text{test1+test2+test3})/3 \ge 80$		

#### UndergraduateStudent

+UndergraduateStudent(in studentName : string)

+computeCourseGrade()

\*printName()

Override

#### GraduateStudent

#advisorName : string

+GraduateStudent(in studentName : string)

+GraduateStuden(in studentName : string, in advisorName : string)

+setAdvisorName(in advisorName : string)

+getAdvisorName(): string

HeamputeCourseGrade()

+printName()







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```
public class Student {
```

protected final static int NUM\_OF\_TESTS = 3;

```
protected String name;
protected int[] test;
protected String courseGrade;
```

#### Additional variable

```
public class UndergraduateStuden( extends Student ( )
         public UndergraduateStudent(String studentName) {
                  super(studentName);
```

```
public class GN MateStudent extends Student
       String auvisorName;
```

public void computeCourseGrade() { //calculation 1

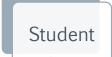
Additional<sub>l</sub> Method

public void computeCourseGrade() { //calculation 2

215 PROGRAMMING METHODOLOGY 1









### Save time & Reduce errors

UndergraduateStudent

GraduateStudent

- > Is there anything wrong in the following code?
  - Is it possible to have "ArrayIndexOutOfBound"?
  - If yes, should this issue also happen in Student's subclasses?
  - How many method should we fix the issue?

#### Student.java (with ArrayIndexOutOfBound)

```
public int getTestScore(int testNumber) {
  return test[testNumber - 1];
```

#### Student.java (no error)

```
public int getTestScore(int testNumber) {
   return (testNumber <= NUM_OF_TESTS) ? test[testNumber - 1] : test[0];</pre>
                                             2110215 PROGRAMMING METHODOLOGY 1
```





### Overriding Superclass Methods

- > Create subclass by extending existing class
  - Subclass contains data and methods defined in original superclass
  - Sometimes superclass data fields and methods <u>not</u> entirely appropriate for subclass objects
- > Polymorphism (in general)
  - Using same method name to indicate different implementations
- > Polymorphism for superclass/subclasses
  - Override method in parent class
    - > Create method in child class that has same name and argument list as method in parent class
  - Subtype polymorphism
    - Ability of one method name to work appropriately for different subclass objects of same parent class









Override method in parent class







### Override method in parent class(cont.)

```
StudentTest1.java
```

```
public class StudentTest1 {
  public static void main(String[] args) {
    Student s1 = new UndergraduateStudent("Toey");
    Student s2 = new GraduateStudent("Nat");
    Student s3 = new Student("Jump");
    s1.printName();
    s2.printName();
                                                Result
    s3.printName();
                                              UndergraduateStudent [Toey]
                                              GraduateStudent [Nat]
                                              Student [Jump]
```



#### Subtype polymorphism instanceof

StudentTest2.java

```
public class StudentTest2 {
  public static void main(String[] args) {
     Student s1 = new UndergraduateStudent("Toey");
     Student s2 = new GraduateStudent("Nat");
     checkStatus(s1);
     checkStatus(s2);
  public static void checkStatus(Student s) {
     if (s instanceof UndergraduateStudent) {
        System.out.println("You are undergraduate student.");
     } else if (s instanceof GraduateStudent) {
        System.out.println("You are graduate student.");
```

#### Result

You are undergraduate student. You are graduate student.







### Up/down casting

#### StudentTest3.java

```
public class StudentTest3 {
  public static void main(String[] args) {
                                                                      Student
     // upcasting (automatically)
     Student s1 = new GraduateStudent("Nat");
     s1.printName();
                                                       UndergraduateStudent
                                                                              GraduateStudent
     // downcasting (manually) - may have problem
     Student s = new Student("Luck");
     UndergraduateStudent s2 = (UndergraduateStudent) s;
```

#### Result

```
GraduateStudent [Nat]
Exception in thread "main" java.lang.ClassCastException: Student.Student cannot
be cast to Student.UndergraduateStudent
at Student.StudentTest3.main(StudentTest3.java:12)
```







## Keyword 'super'

- > The super is a reference variable that is used to refer to parent class object.
- > Whenever you create the instance of subclass, an instance of parent class is created implicitly, i.e. referred by super reference variable.
- > Usage of keyword 'super'
  - super is used to refer to parent class instance variable.
  - super() is used to invoke parent class constructor.
  - super is used to invoke parent class method.



















# 'super' examples

```
class Vehicle1 {
    int speed = 50;
}

class Bike1 extends Vehicle1 {
    int speed = 100;

    void display() {
        System.out.println(super.speed);
    }
...
```



# 'super' examples (cont).





```
class Person1 {
        void message() {
               System.out.println("welcome");
                                                  If this method does not exist, a
                                                  call to message() simply calls
public class Student1 extends Person1
                                                  message() of the superclass!
        void message() {
               System.out.println("welcome to java");
        void display() {
                message();// will invoke current class message() method
                super.message();// will invoke parent class message() method
```





### Instance Creation Mechanism

```
Result

class A

class B, value=5

class C, value=5
```

#### ClassCreation.java

```
public class ClassCreation {
  public static void main(String[] args){
     C c1 = new C(5);
class A {
  A() {
     System.out.println("class A");
```

```
class B extends A {
  B(int val) {
     // super();
     System.out.println("class B, value=" + val);
class C extends B {
  C(int val) {
     super(val);
     System.out.println("class C, value="+ val);
```





### Instance Creation Mechanism (cont.)

- > When superclass contains default constructor
  - Execution of superclass constructor transparent
  - For example,  $C \rightarrow B \rightarrow A$

- > Using superclass constructors that require arguments
  - When superclass has default constructor
    - > Can create subclass with or without own constructor (automatically)
  - When there is no default constructor in superclass
    - > Must include at least one constructor for each subclass you create
    - > First statement within each constructor must call superclass constructor





# Hiding Information

Package 'Student'





GraduateStudent

Student

UndergraduateStudent

- > Keyword protected
  - Provides intermediate level of security between public and private access
  - Can be used within own class or in any classes extended from that class
  - Cannot be used by "outside" classes
  - In UML, the symbol is "#".

Access Level		Accessing Class	
	current class	subclass	other
public	$\square$	$\square$	
public protected	$\square$	$\square$	×
default	$\square$	×	×
private		X	X





### Methods You Cannot Override

- > static methods
- > final methods
- > Methods within final classes
  - They cannot be superclasses (be extended).





# A Subclass Cannot Override static Methods in Its Superclass

- > Subclass cannot override methods declared static in superclass
- > Can hide static method in superclass
  - By declaring static method with same signature as static method in superclass
  - Call new static method from within subclass or in another class by using subclass object
  - Within static method of subclass
    - > Cannot access parent method using super object
- > Although child class cannot inherit parent's static methods
  - Can access parent's static methods in the same way any other class can -> SuperclassName.method()

Experiment!!

- What happen if the method "Student.printName()" is static?
- For the method "GraduateStudent.computeCourseGrade()", if it is static, can we use "super"?

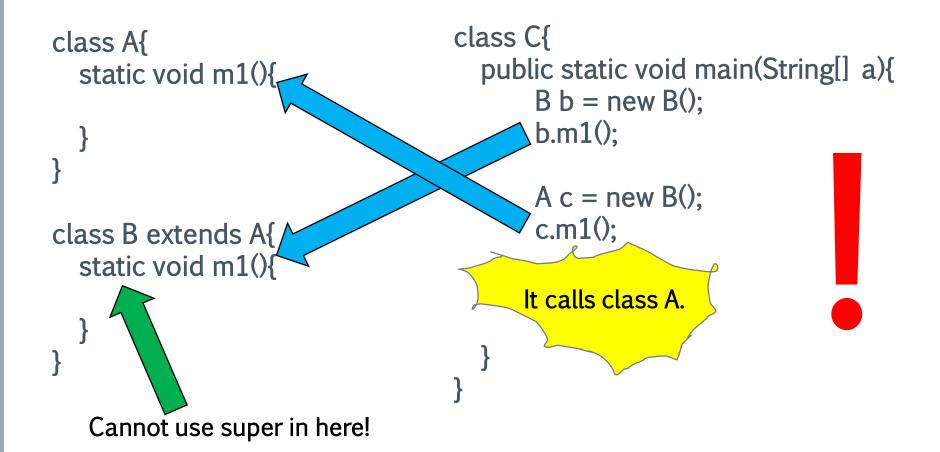








### Static method in super class: example





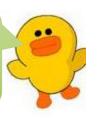




# A Subclass Cannot Override final Methods in Its Superclass

- Subclass cannot override methods declared final in superclass
- > final modifier
  - Does not allow method to be overridden
- > Advantage to making method final
  - Compiler knows there is only one version of method
  - Compiler knows which method version will be used
  - Can optimize program's performance
    - > By removing calls to final methods
    - > Replacing them with expanded code of their definitions
    - > At each method call location
    - Called inlining

What happen if the method "Student.printName()" is final?











### Using Dynamic Method Binding

- > Static binding (Early binding) vs. Dynamic binding (Late binding)
  - In <u>static binding</u>, the method or variable version that is going to be called is resolved at compile time,
  - While in <u>dynamic binding</u> the compiler cannot resolve which version of a method or variable is going to bind.
- > Every subclass object "is a" superclass member
  - Convert subclass objects to superclass objects
  - Can create reference to superclass object
    - > Create variable name to hold memory address
    - > Store concrete subclass object
    - > Example:

```
Animal ref;
ref = new Cow();
```

- > Dynamic method binding
  - Application's ability to select correct subclass method
  - Makes programs flexible
- > When application executes
  - Correct method attached to application based on current one









## Using Dynamic Method Binding (cont.)

```
StudentTest4.java
```

```
public class StudentTest4 {
  public static void main(String[] args) {
     Student s;
     GraduateStudent g = new GraduateStudent("Nat");
     UndergraduateStudent u = new UndergraduateStudent("Toey");
     // This is called Dynamic binding, as the compiler will never know
// which version of printName() is going to called at runtime.
     s = g;
     s.printName();
                                                  Result
     s = u;
                                                GraduateStudent [Nat]
     s.printName();
                                                UndergraduateStudent [Toey]
```





# Using a Superclass as a Method Parameter Type (method argument)

```
public class TalkingAnimalDemo
   public static void main(String[] args)
      Dog dog = new Dog();
     Cow cow = new Cow();
     dog.setName("Ginger");
     cow.setName("Molly");
     talkingAnimal(dog);
     talkingAnimal(cow);
   public static void talkingAnimal(Animal animal)
     System.out.println("Come one. Come all.");
     System.out.println
         ("See the amazing talking animal!");
      System.out.println(animal.getName() +
         " says");
     animal.speak();
     System.out.println("***********");
```

```
Command Prompt
C:∖Java>java TalkingAnimalDemo
Come one. Come all.
See the amazing talking animal!
Ginger says
Come one. Come all.
See the amazing talking animal!
Molly says
C:\Java>_
```







# Creating Arrays of Subclass Objects 2

- > Create superclass reference
  - Treat subclass objects as superclass objects
    - > Create array of different objects
    - > Share same ancestry
- > Creates array of three Animal references

```
Animal[] ref = new Animal[3];
```

- Reserve memory for three Animal object references







### What is the output and why?

```
public class A {
        public static void main(String[] args) {
           A = new B();
            a.foo();
       private void foo() {
            System.out.println("A");
10
11
   class B extends A {
        public void foo() {
13
            System.out.println("B");
14
15
16
```





