Лекция 9b

Object-Oriented Programming: **Inheritance**

OBJECTIVES

In this lecture you will learn:

- How inheritance promotes software reusability.
- The notions of super classes and subclasses.
- To use keyword `extends` to create a class that inherits attributes and behaviors from another class.
- To use access modifier `protected` to give subclass methods access to superclass members.
- To access super class members with `super`.
- How constructors are used in inheritance hierarchies.
- The methods of class `Object`, the direct or indirect superclass of all classes in Java.

Outline

9.1 Introduction

9.2 Superclasses and Subclasses

9.3 protected Members

9.4 Relationship between Superclasses and Subclasses

- 9.4.1 Creating and Using a CommissionEmployee Class
- 9.4.2 Creating a BasePlusCommissionEmployee Class without Using Inheritance
- 9.4.3 Creating a CommissionEmployee–BasePlusCommissionEmployee Inheritance Hierarchy
- 9.4.4 CommissionEmployee–BasePlusCommissionEmployee Inheritance Hierarchy Using protected Instance Variables
- 9.4.5 CommissionEmployee–BasePlusCommissionEmployee Inheritance Hierarchy Using private Instance Variables

Outline

9.5 Constructors in Subclasses

9.6 Software Engineering with Inheritance

9.7 `Object` Class

9.8 Inheritance in JavaFX

9.9 GUI and Graphics Case Study: Displaying Text and Images Using Labels and Text

9.1 Introduction

Inheritance

- Software reusability
- Create new class from existing class
  - Absorb existing class's data and behaviors
  - Enhance with new capabilities
- Subclass extends superclass
  - Subclass
    - More specialized group of objects
    - Behaviors inherited from superclass
      - Can customize
    - Additional behaviors

9.1 Introduction (Cont.)

Class hierarchy

- Direct superclass
  - Inherited explicitly (one level up hierarchy)
- Indirect superclass
  - Inherited two or more levels up hierarchy
- Single inheritance
  - Inherits from one superclass
- Multiple inheritance
  - Inherits from multiple superclasses
    - Java does not support multiple inheritance

9.2 Superclasses and subclasses

Superclasses and subclasses

- Object of one class "is an" object of another class
  - Example: Rectangle is quadrilateral.
    - Class `Rectangle` inherits from class `Quadrilateral`
    - `Quadrilateral`: superclass
    - `Rectangle`: subclass
- Superclass typically represents larger set of objects than subclasses
  - Example:
    - superclass: `Vehicle`
      - Cars, trucks, boats, bicycles, …
    - subclass: `Car`
      - Smaller, more-specific subset of vehicles

Superclass	Subclasses
`Student`	`GraduateStudent`, `UndergraduateStudent`
`Shape`	`Circle`, `Triangle`, `Rectangle`
`Loan`	`CarLoan`, `HomeImprovementLoan`, `MortgageLoan`
`Employee`	`Faculty`, `Staff`
`BankAccount`	`CheckingAccount`, `SavingsAccount`

Fig. 9.1 | Inheritance examples.

9.2 Superclasses and subclasses (Cont.)

Inheritance hierarchy

- Inheritance relationships: tree-like hierarchy structure
- Each class becomes
  - superclass
    - Supply members to other classes

  OR

  - subclass
    - Inherit members from other classes

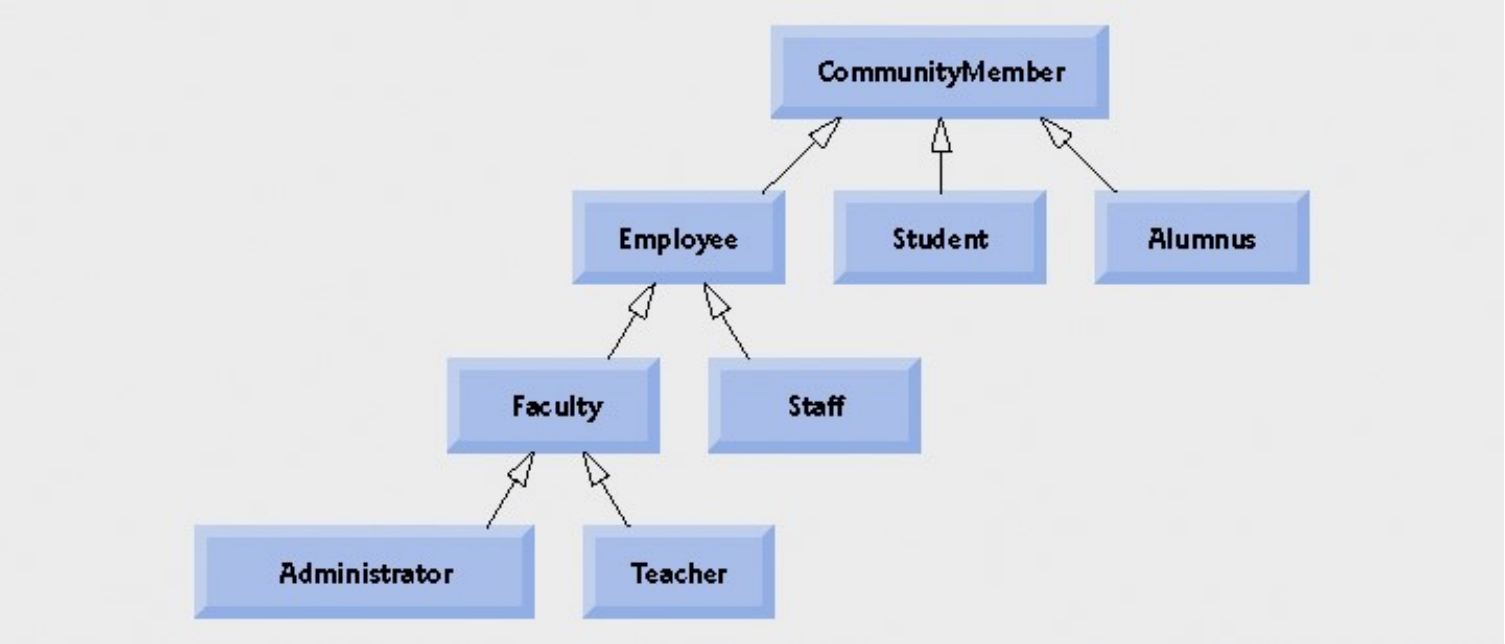


Fig. 9.2 | Inheritance hierarchy for university `CommunityMembers`

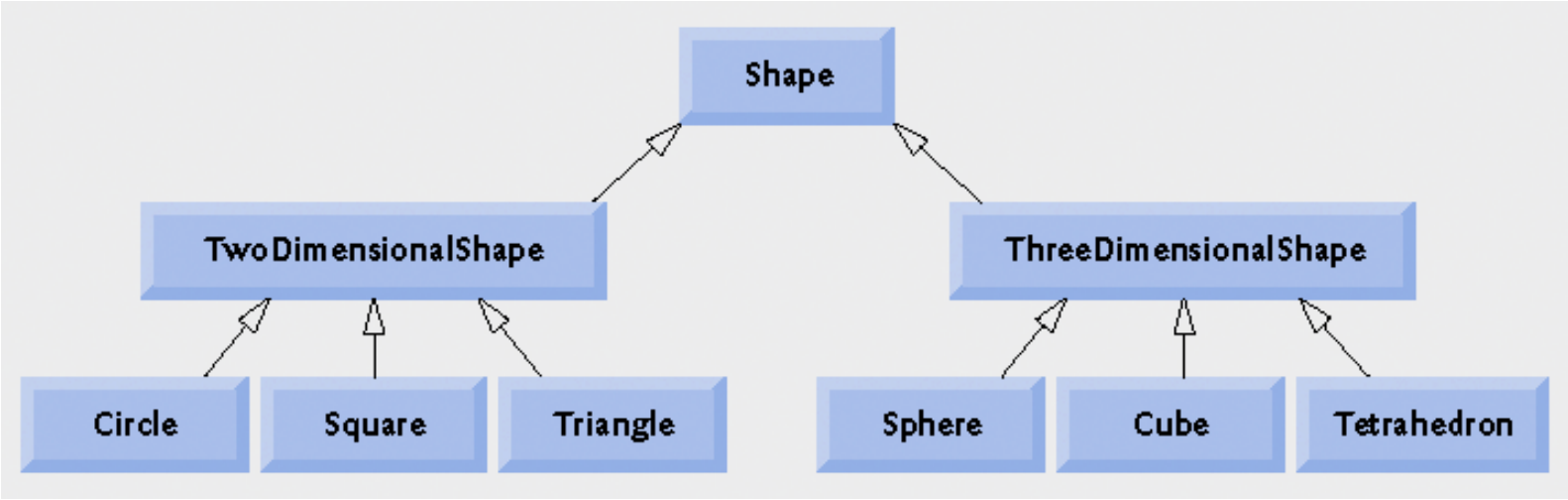


Fig. 9.3 | Inheritance hierarchy for Shapes.

9.3 protected Members

protected access

- Intermediate level of protection between public and private
- protected members accessible by
  - superclass members
  - subclass members
  - Class members in the same package
- Subclass access to superclass member
  - Keyword super and a dot (.)

Software Engineering Observation

Methods of a subclass cannot directly access `private` members of their superclass. A subclass can change the state of `private` superclass instance variables only through non-`private` methods provided in the superclass and inherited by the subclass.

Software Engineering Observation

Declaring `private` instance variables helps programmers test, debug and correctly modify systems. If a subclass could access its superclass's `private` instance variables, classes that inherit from that subclass could access the instance variables as well. This would propagate access to what should be `private` instance variables, and the benefits of information hiding would be lost.

9.4 Relationship between Superclasses and Subclasses

Superclass and subclass relationship

- **Example:** `CommissionEmployee/BasePlusCommissionEmployee` **inheritance hierarchy**
  - `CommissionEmployee`
    - **First name, last name, SSN, commission rate, gross sale amount**
  - `BasePlusCommissionEmployee`
    - **First name, last name, SSN, commission rate, gross sale amount**
    - **Base salary**

9.4.1 Creating and Using a `CommissionEmployee` Class

Class `CommissionEmployee`

- Extends class `Object`
  - Keyword `extends`
  - Every class in Java extends an existing class
    - Except `Object`
  - Every class inherits `Object`'s methods
  - New class implicitly extends Object
    - If it does not extend another class

Software Engineering Observation

The Java compiler sets the superclass of a class to `Object` when the class declaration does not explicitly extend a superclass.

```
1  // Fig. 9.4: CommissionEmployee.java
2  // CommissionEmployee class represents a commission empl
3
4  public class CommissionEmployee extends Object
5  {
6     private String firstName;
7     private String lastName;
8     private String socialSecurityNumber;
9     private double grossSales; // gross weekly sales
10    private double commissionRate; // commission percen
11
12    // five-argument constructor
13    public CommissionEmployee( String first, String last, String ssn,
14       double sales, double rate )
15    {
16       // implicit call to Object constructor occurs h
17       firstName = first;
18       lastName = last;
19       socialSecurityNumber = ssn;
20       setGrossSales( sales ); // validate and store gross sales
21       setCommissionRate( rate ); // validate and store commission rate
22    } // end five-argument CommissionEmployee constructor
23
24    // set first name
25    public void setFirstName( String first )
26    {
27       firstName = first;
28    } // end method setFirstName
29
```

Declare `private` instance variables

Class `CommissionEmployee` `extends` class `Object`

Implicit call to `Object` constructor

Initialize instance variables

Invoke methods `setGrossSales` and `setCommissionRate` to validate data

Outline

`issionEmployee`
`.java`

(1 of 4)

Line 4

Lines 6-10

Lines 20-21

Outline

CommissionEmployee.java

(2 of 4)

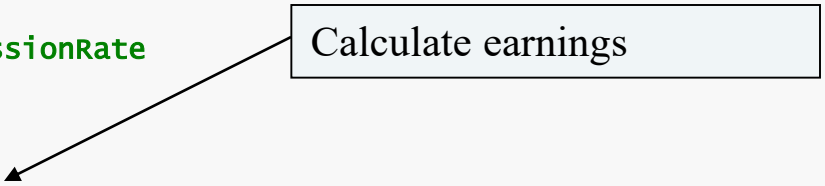
```
30    // return first name
31    public String getFirstName()
32    {
33       return firstName;
34    } // end method getFirstName
35
36    // set last name
37    public void setLastName( String last )
38    {
39       lastName = last;
40    } // end method setLastName
41
42    // return last name
43    public String getLastName()
44    {
45       return lastName;
46    } // end method getLastName
47
48    // set social security number
49    public void setSocialSecurityNumber( String ssn )
50    {
51       socialSecurityNumber = ssn; // should validate
52    } // end method setSocialSecurityNumber
53
54    // return social security number
55    public String getSocialSecurityNumber()
56    {
57       return socialSecurityNumber;
58    } // end method getSocialSecurityNumber
59
```

Outline

CommissionEmployee.java

(3 of 4)

```
60    // set gross sales amount
61    public void setGrossSales( double sales )
62    {
63       grossSales = ( sales < 0.0 ) ? 0.0 : sales;
64    } // end method setGrossSales
65
66    // return gross sales amount
67    public double getGrossSales()
68    {
69       return grossSales;
70    } // end method getGrossSales
71
72    // set commission rate
73    public void setCommissionRate( double rate )
74    {
75       commissionRate = ( rate > 0.0 && rate < 1.0 ) ? rate : 0.0;
76    } // end method setCommissionRate
77
78    // return commission rate
79    public double getCommissionRate()
80    {
81       return commissionRate;
82    } // end method getCommissionRate
83
84    // calculate earnings
85    public double earnings()
86    {
87       return commissionRate * grossSales;
88    } // end method earnings
89
```



```
90    // return String representation of CommissionEmployee object
91    public String toString()
92    {
93       return String.format( "%s: %s %s\n%s: %s\n%s: %
94          "commission employee", firstName, lastName,
95          "social security number", socialSecurityNumber,
96          "gross sales", grossSales,
97          "commission rate", commissionRate );
98    } // end method toString
99 } // end class CommissionEmployee
```

Override method `toString` of class `Object`

Outline

`CommissionEmployee.java`

(4 of 4)

Common Programming Error

It is a syntax error to override a method with a more restricted access modifier—a `public` method of the superclass cannot become a `protected` or `private` method in the subclass; a `protected` method of the superclass cannot become a `private` method in the subclass. Doing so would break the "is-a" relationship in which it is required that all subclass objects be able to respond to method calls that are made to `public` methods declared in the superclass.(cont…)

Common Programming Error

If a `public` method could be overridden as a `protected` or `private` method, the subclass objects would not be able to respond to the same method calls as superclass objects. Once a method is declared `public` in a superclass, the method remains `public` for all that class's direct and indirect subclasses.

Outline

CommissionEmployeeTest.java

(1 of 2)

```
1  // Fig. 9.5: CommissionEmployeeTest.java
2  // Testing class CommissionEmployee.
3
4  public class CommissionEmployeeTest
5  {
6     public static void main( String args[] )
7     {
8        // instantiate CommissionEmployee object
9        CommissionEmployee employee = new CommissionEmployee(
10          "Sue", "Jones", "222-22-2222", 10000, .06 );
11
12       // get commission employee data
13       System.out.println(
14          "Employee information obtained by get methods: \n" );
15       System.out.printf( "%s %s\n", "
16          employee.getFirstName() );
17       System.out.printf( "%s %s\n", "
18          employee.getLastName() );
19       System.out.printf( "%s %s\n", "Social security number is",
20          employee.getSocialSecurityNumber() );
21       System.out.printf( "%s %.2f\n", "Gross sales is"
22          employee.getGrossSales() );
23       System.out.printf( "%s %.2f\n", "Commiss
24          employee.getCommissionRate() );
25
26       employee.setGrossSales( 500 ); // set gross sales
27       employee.setCommissionRate( .1 ); // set commission rate
28
```

Instantiate `CommissionEmployee` object

Use `CommissionEmployee`'s *get* methods to retrieve the object's instance variable values

Use `CommissionEmployee`'s *set* methods to change the object's instance variable values

```
29       System.out.printf( "\n%s:\n\n%s\n",
30          "Updated employee information obtained by toString", employee );
31    } // end main
32 } // end class CommissionEmployeeTest
```

Implicitly call object's `toString` method

```
Employee information obtained by get methods:

First name is Sue
Last name is Jones
Social security number is 222-22-2222
Gross sales is 10000.00
Commission rate is 0.06

Updated employee information obtained by toString:

commission employee: Sue Jones
social security number: 222-22-2222
gross sales: 500.00
commission rate: 0.10
```

Outline

CommissionEmployeeTest.java

Program output

9.4.2 Creating a BasePlusCommissionEmployee Class without Using Inheritance

Class BasePlusCommissionEmployee

- Implicitly extends Object
- Much of the code is similar to CommissionEmployee
  - private instance variables
  - public methods
  - constructor
- Additions
  - private instance variable baseSalary
  - Methods setBaseSalary and getBaseSalary

Outline

BasePlusCommission Employee.java

```
1  // Fig. 9.6: BasePlusCommissionEmployee.java
2  // BasePlusCommissionEmployee class represents an employee that receives
3  // a base salary in addition to commission.
4
5  public class BasePlusCommissionEmployee
6  {
7     private String firstName;
8     private String lastName;
9     private String socialSecurityNumber;
10    private double grossSales; // gross weekly sales
11    private double commissionRate; // commission percentage
12    private double baseSalary; // base salary per week
13
14    // six-argument constructor
15    public BasePlusCommissionEmployee( String first, String last,
16       String ssn, double sales, double rate, double salary )
17    {
18       // implicit call to Object constructor occurs here
19       firstName = first;
20       lastName = last;
21       socialSecurityNumber = ssn;
22       setGrossSales( sales ); // validate and store
23       setCommissionRate( rate ); // validate and store commission rate
24       setBaseSalary( salary ); // validate and store base salary
25    } // end six-argument BasePlusCommissionEmployee constructor
26
```

Add instance variable `baseSalary`

Use method `setBaseSalary` to validate data

Outline

BasePlusCommission Employee.java

(2 of 4)

```
27    // set first name
28    public void setFirstName( String first )
29    {
30       firstName = first;
31    } // end method setFirstName
32
33    // return first name
34    public String getFirstName()
35    {
36       return firstName;
37    } // end method getFirstName
38
39    // set last name
40    public void setLastName( String last )
41    {
42       lastName = last;
43    } // end method setLastName
44
45    // return last name
46    public String getLastName()
47    {
48       return lastName;
49    } // end method getLastName
50
51    // set social security number
52    public void setSocialSecurityNumber( String ssn )
53    {
54       socialSecurityNumber = ssn; // should validate
55    } // end method setSocialSecurityNumber
56
```

Outline

BasePlusCommissionEmployee.java

(3 of 4)

```
57    // return social security number
58    public String getSocialSecurityNumber()
59    {
60       return socialSecurityNumber;
61    } // end method getSocialSecurityNumber
62
63    // set gross sales amount
64    public void setGrossSales( double sales )
65    {
66       grossSales = ( sales < 0.0 ) ? 0.0 : sales;
67    } // end method setGrossSales
68
69    // return gross sales amount
70    public double getGrossSales()
71    {
72       return grossSales;
73    } // end method getGrossSales
74
75    // set commission rate
76    public void setCommissionRate( double rate )
77    {
78       commissionRate = ( rate > 0.0 && rate < 1.0 ) ? rate : 0.0;
79    } // end method setCommissionRate
80
81    // return commission rate
82    public double getCommissionRate()
83    {
84       return commissionRate;
85    } // end method getCommissionRate
86
```

Outline

BasePlusCommissionEmployee.java

(4 of 4)

```
87    // set base salary
88    public void setBaseSalary( double salary )
89    {
90       baseSalary = ( salary < 0.0 ) ? 0.0 : salary;
91    } // end method setBaseSalary
92
93    // return base salary
94    public double getBaseSalary()
95    {
96       return baseSalary;
97    } // end method getBaseSalary
98
99    // calculate ea
100     public double
101     {
102        return baseSalary + ( commissionRate * grossSales );
103     } // end method earnings
104
105     // return String representation of BasePlusCommissionEmployee
106     public String toString()
107     {
108        return String.format(
109           "%s: %s %s\n%s: %s\n%s: %.2f\n%s: %.2f\n%s: %.2f",
110           "base-salaried commission employee", firstName, lastName,
111           "social security number", socialSecurityNumber,
112           "gross sales", grossSales, "commission rate"
113           "base salary", baseSalary );
114     } // end method toString
115  } // end class BasePlusCommissionEmployee
```

Method `setBaseSalary` validates data and sets instance variable `baseSalary`

Method `getBaseSalary` returns the value of instance variable `baseSalary`

Update method `earnings` to calculate the earnings of a base-salaried commission employee

Update method `toString` to display base salary

Outline

```
1  // Fig. 9.7: BasePlusCommissionEmployeeTest.java
2  // Testing class BasePlusCommissionEmployee.
3
4  public class BasePlusCommissionEmployeeTest
5  {
6     public static void main( String args[] )
7     {
8        // instantiate BasePlusCommissionEmployee object
9        BasePlusCommissionEmployee employee =
10          new BasePlusCommissionEmployee(
11          "Bob", "Lewis", "333-33-3333", 5000, .04, 300 );
12
13       // get base-salaried commission employee data
14       System.out.println(
15          "Employee information obtained by get methods: \n" );
16       System.out.printf( "%s %s\n",
17          employee.getFirstName() );
18       System.out.printf( "%s %s\n",
19          employee.getLastName() );
20       System.out.printf( "%s %s\n", "Social security number is",
21          employee.getSocialSecurityNumber() );
22       System.out.printf( "%s %.2f\n", "Gross sales is",
23          employee.getGrossSales() );
24       System.out.printf( "%s %.2f\n", "Commission rate is",
25          employee.getCommissionRate() );
26       System.out.printf( "%s %.2f\n", "Base salary is",
27          employee.getBaseSalary() );
28
```

Instantiate `BasePlusCommissionEmployee` object

Use `BasePluCommissionEmployee`'s *get* methods to retrieve the object's instance variable values

`sePlusCommission`
`ployeeTest.java`

(1 of 2)

```
29       employee.setBaseSalary( 1000 ); // set base salary
30
31       System.out.printf( "\n%s:\n\n%s\n",
32          "Updated employee information obta
33           employee.toString() );
34    } // end main
35 } // end class BasePlusCommissionEmplo
```

Use `BasePlusCommissionEmployee`'s `setBaseSalary` methods to set base salary

Explicitly call object's `toString` method

```
Employee information obtained by get met

First name is Bob
Last name is Lewis
Social security number is 333-33-3333
Gross sales is 5000.00
Commission rate is 0.04
Base salary is 300.00

Updated employee information obtained by toString:

base-salaried commission employee: Bob Lewis
social security number: 333-33-3333
gross sales: 5000.00
commission rate: 0.04
base salary: 1000.00
```

Outline

`BasePlusCommissionEmployeeTest.java`

(2 of 2)

Program output

Software Engineering Observation

Copying and pasting code from one class to another can spread errors across multiple source code files. To avoid duplicating code (and possibly errors), use inheritance, rather than the "copy-and-paste" approach, in situations where you want one class to "absorb" the instance variables and methods of another class.

Software Engineering Observation

With inheritance, the common instance variables and methods of all the classes in the hierarchy are declared in a superclass. When changes are required for these common features, software developers need only to make the changes in the superclass—subclasses then inherit the changes. Without inheritance, changes would need to be made to all the source code files that contain a copy of the code in question.

9.4.3 Creating a CommissionEmployee-BasePlusCommiionEmployee Inheritance Hierarchy

Class BasePlusCommissionEmployee2

- Extends class CommissionEmployee
- Is a CommissionEmployee
- Has instance variable baseSalary
- Inherits public and protected members
- Constructor not inherited

Outline

```
1  // Fig. 9.8: BasePlusCommissionEmployee2.java
2  // BasePlusCommissionEmployee2 inherits from class CommissionEmployee.
3
4  public class BasePlusCommissionEmployee2 extends CommissionEmployee
5  {
6     private double baseSalary; // base salary per week
7
8     // six-argument constructor
9     public BasePlusCommissionEmployee2( String first, String last,
10       String ssn, double sales, double rate, double salary )
11    {
12       // explicit call to superclass CommissionEmployee constructor
13       super( first, last, ssn, sales, rate );
14
15       setBaseSalary( salary); // validate and store base salary
16    } // end six-argument BasePlusCommissi
17
18    // set base salary
19    public void setBaseSalary( double salary )
20    {
21       baseSalary = ( salary < 0.0 ) ? 0.0 : salary;
22    } // end method setBaseSalary
23
```

Class BasePluCommissionEmployee2 is a subclass of CommissionEmployee

Invoke the superclass constructor using the superclass constructor call syntax

BasePlusCommissionEmployee2.java

(1 of 3)

Outline

```
24    // return base salary
25    public double getBaseSalary()
26    {
27       return baseSalary;
28    } // end method getBaseSalary
29
30    // calculate earnings
31    public double earnings()
32    {
33       // not allowed: commissionRate and grossSales private in superclass
34       return baseSalary + ( commissionRate * grossSales );
35    } // end method earnings
36
37    // return String representation
38    public String toString()
39    {
40       // not allowed: attempts to a
41       return String.format(
42          "%s: %s %s\n%s: %s\n%s: %.2f\n%s: %.2f\n%s: %.2f",
43          "base-salaried commission employee", firstName, lastName,
44          "social security number", socialSecurityNumber,
45          "gross sales", grossSales, "commission rate", commissionRate,
46          "base salary", baseSalary );
47    } // end method toString
48 } // end class BasePlusCommissionEmployee2
```

Compiler generates errors because superclass's instance variable `commissionRate` and `grossSales` are `private`

Compiler generates errors because superclass's instance variable `firstName`, `lastName`, `socialSecurityNumber`, `grossSales` and `commissionRate` are `private`

BasePlusCommissionEmployee2.java

(2 of 3)

```
BasePlusCommissionEmployee2.java:34: commissionRate has private access in
CommissionEmployee
      return baseSalary + ( commissionRate * grossSales );
                            ^
BasePlusCommissionEmployee2.java:34: grossSales has private access in
CommissionEmployee
      return baseSalary + ( commissionRate * grossSales );
                                             ^
BasePlusCommissionEmployee2.java:43: firstName has private access in
CommissionEmployee
         "base-salaried commission employee", firstName, lastName,
                                              ^
BasePlusCommissionEmployee2.java:43: lastName has private access in
CommissionEmployee
         "base-salaried commission employee", firstName, lastName,
                                                         ^
BasePlusCommissionEmployee2.java:44: socialSecurityNumber has private access in
CommissionEmployee
         "social security number", socialSecurityNumber,
                                   ^
BasePlusCommissionEmployee2.java:45: grossSales has private access in
CommissionEmployee
         "gross sales", grossSales, "commission rate", commissionRate,
                        ^
BasePlusCommissionEmployee2.java:45: commissionRate has private access in
CommissionEmployee
         "gross sales", grossSales, "commission rate", commissionRate,
                                                      ^
7 errors
```

Outline

BasePlusCommissionEmployee2.java

(3 of 3)

Compiler generated errorss

Common Programming Error

A compilation error occurs if a subclass constructor calls one of its superclass constructors with arguments that do not match exactly the number and types of parameters specified in one of the superclass constructor declarations.

9.4.4 CommissionEmployee-BasePlusCommissionEmployee Inheritance Hierarchy Using protected Instance Variables

- Use `protected` instance variables
  - Enable class `BasePlusCommissionEmployee` to directly access superclass instance variables
  - Superclass's `protected` members are inherited by all subclases of that superclass

Outline

```
1  // Fig. 9.9: CommissionEmployee2.java
2  // CommissionEmployee2 class represents a commission employee.
3
4  public class CommissionEmployee2
5  {
6     protected String firstName;
7     protected String lastName;
8     protected String socialSecurityNumber;
9     protected double grossSales; // gross weekly sales
10    protected double commissionRate; // commission percentage
11
12    // five-argument constructor
13    public CommissionEmployee2( String first, String last, String ssn,
14       double sales, double rate )
15    {
16       // implicit call to Object constructor occurs here
17       firstName = first;
18       lastName = last;
19       socialSecurityNumber = ssn;
20       setGrossSales( sales ); // validate and store gross sales
21       setCommissionRate( rate ); // validate and store commission rate
22    } // end five-argument CommissionEmployee2 constructor
23
24    // set first name
25    public void setFirstName( String first )
26    {
27       firstName = first;
28    } // end method setFirstName
29
```

Declare `protected` instance variables

CommissionEmployee2.java

(1 of 4)

Outline

Commission

Employee2.java

(2 of 4)

```
30    // return first name
31    public String getFirstName()
32    {
33       return firstName;
34    } // end method getFirstName
35
36    // set last name
37    public void setLastName( String last )
38    {
39       lastName = last;
40    } // end method setLastName
41
42    // return last name
43    public String getLastName()
44    {
45       return lastName;
46    } // end method getLastName
47
48    // set social security number
49    public void setSocialSecurityNumber( String ssn )
50    {
51       socialSecurityNumber = ssn; // should validate
52    } // end method setSocialSecurityNumber
53
54    // return social security number
55    public String getSocialSecurityNumber()
56    {
57       return socialSecurityNumber;
58    } // end method getSocialSecurityNumber
59
```

```
60    // set gross sales amount
61    public void setGrossSales( double sales )
62    {
63       grossSales = ( sales < 0.0 ) ? 0.0 : sales;
64    } // end method setGrossSales
65
66    // return gross sales amount
67    public double getGrossSales()
68    {
69       return grossSales;
70    } // end method getGrossSales
71
72    // set commission rate
73    public void setCommissionRate( double rate )
74    {
75       commissionRate = ( rate > 0.0 && rate < 1.0 ) ? rate : 0.0;
76    } // end method setCommissionRate
77
78    // return commission rate
79    public double getCommissionRate()
80    {
81       return commissionRate;
82    } // end method getCommissionRate
83
84    // calculate earnings
85    public double earnings()
86    {
87       return commissionRate * grossSales;
88    } // end method earnings
89
```

Outline

Commission

Employee2.java

(3 of 4)

```
90    // return String representation of CommissionEmployee2 object
91    public String toString()
92    {
93       return String.format( "%s: %s %s\n%s: %s\n%s: %.2f\n%s: %.2f",
94          "commission employee", firstName, lastName,
95          "social security number", socialSecurityNumber,
96          "gross sales", grossSales,
97          "commission rate", commissionRate );
98    } // end method toString
99 } // end class CommissionEmployee2
```

Outline

Commission

Employee2.java

(4 of 4)

Outline

BasePlusCommissionEmployee3.java

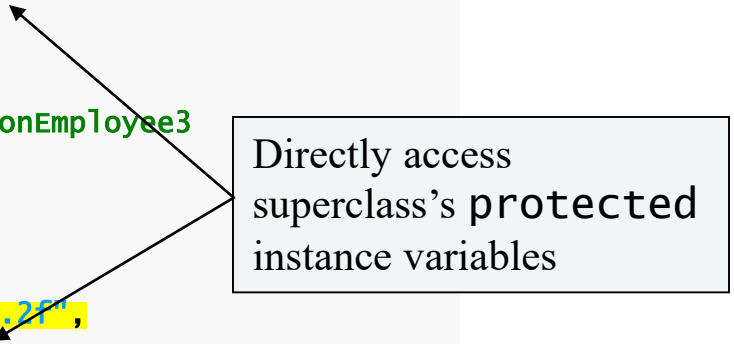
(1 of 2)

```
1  // Fig. 9.10: BasePlusCommissionEmployee3.java
2  // BasePlusCommissionEmployee3 inherits from CommissionEmployee2 and has
3  // access to CommissionEmployee2's protected members.
4
5  public class BasePlusCommissionEmployee3 extends CommissionEmployee2
6  {
7     private double baseSalary; // base salary per week
8
9     // six-argument constructor
10    public BasePlusCommissionEmployee3( String first, Strin
11       String ssn, double sales, double rate, double salary
12    {
13       super( first, last, ssn, sales, rate );
14       setBaseSalary( salary ); // validate and store base salary
15    } // end six-argument BasePlusCommissionEmployee3 constructor
16
17    // set base salary
18    public void setBaseSalary( double salary )
19    {
20       baseSalary = ( salary < 0.0 ) ? 0.0 : salary;
21    } // end method setBaseSalary
22
23    // return base salary
24    public double getBaseSalary()
25    {
26       return baseSalary;
27    } // end method getBaseSalary
28
```

Must call superclass's constructor

Outline

```
29    // calculate earnings
30    public double earnings()
31    {
32       return baseSalary + ( commissionRate * grossSales );
33    } // end method earnings
34
35    // return String representation of BasePlusCommissionEmployee3
36    public String toString()
37    {
38       return String.format(
39          "%s: %s %s\n%s: %s\n%s: %.2f\n%s: %.2f\n%s: %.2f",
40          "base-salaried commission employee", firstName, lastName,
41          "social security number", socialSecurityNumber,
42          "gross sales", grossSales, "commission rate", commissionRate,
43          "base salary", baseSalary );
44    } // end method toString
45 } // end class BasePlusCommissionEmployee3
```



BasePlusCommissionEmployee3.java

(2 of 2)

Outline

BasePlusCommissionEmployeeTest3.java

(1 of 2)

```
1  // Fig. 9.11: BasePlusCommissionEmployeeTest3.java
2  // Testing class BasePlusCommissionEmployee3.
3
4  public class BasePlusCommissionEmployeeTest3
5  {
6     public static void main( String args[] )
7     {
8        // instantiate BasePlusCommissionEmployee3 object
9        BasePlusCommissionEmployee3 employee =
10          new BasePlusCommissionEmployee3(
11          "Bob", "Lewis", "333-33-3333", 5000, .04, 300 );
12
13       // get base-salaried commission employee data
14       System.out.println(
15          "Employee information obtained by get methods: \n" );
16       System.out.printf( "%s %s\n", "First name is",
17          employee.getFirstName() );
18       System.out.printf( "%s %s\n", "Last name is",
19          employee.getLastName() );
20       System.out.printf( "%s %s\n", "Social security number is",
21          employee.getSocialSecurityNumber() );
22       System.out.printf( "%s %.2f\n", "Gross sales is",
23          employee.getGrossSales() );
24       System.out.printf( "%s %.2f\n", "Commission rate is",
25          employee.getCommissionRate() );
26       System.out.printf( "%s %.2f\n", "Base salary is",
27          employee.getBaseSalary() );
28
```

```
29       employee.setBaseSalary( 1000 ); // set base salary
30
31       System.out.printf( "\n%s:\n\n%s\n",
32          "Updated employee information obtained by toString",
33          employee.toString() );
34    } // end main
35 } // end class BasePlusCommissionEmployeeTest3
```

```
Employee information obtained by get methods:

First name is Bob
Last name is Lewis
Social security number is 333-33-3333
Gross sales is 5000.00
Commission rate is 0.04
Base salary is 300.00

Updated employee information obtained by toString:

base-salaried commission employee: Bob Lewis
social security number: 333-33-3333
gross sales: 5000.00
commission rate: 0.04
base salary: 1000.00
```

Outline

BasePlusCommissionEmployeeTest3.java

(2 of 2)

Program output

9.4.4 CommissionEmployee-BasePlusCommissionEmployee Inheritance Hierarchy Using protected Instance Variables (Cont.)

Using `protected` instance variables

- Advantages
  - subclasses can modify values directly
  - Slight increase in performance
    - Avoid set/get method call overhead
- Disadvantages
  - No validity checking
    - subclass can assign illegal value
  - Implementation dependent
    - subclass methods more likely dependent on superclass implementation
    - superclass implementation changes may result in subclass modifications
      - Fragile (brittle) software

Software Engineering Observation

Use the `protected` access modifier when a superclass should provide a method only to its subclasses and other classes in the same package, but not to other clients.

Software Engineering Observation

Declaring superclass instance variables `private` (as opposed to `protected`) enables the superclass implementation of these instance variables to change without affecting subclass implementations.

Error-Prevention Tip

When possible, do not include `protected` instance variables in a superclass. Instead, include non-`private` methods that access `private` instance variables. This will ensure that objects of the class maintain consistent states.

9.4.5 CommissionEmployee-BasePlusCommissionEmployee Inheritance Hierarchy Uing private Instance Variables

Reexamine hierarchy

- Use the best software engineering practice
  - Declare instance variables as `private`
  - Provide public *get* and *set* methods
  - Use *get* method to obtain values of instance variables

Outline

CommissionEmployee3.java

(1 of 4)

```
1  // Fig. 9.12: CommissionEmployee3.java
2  // CommissionEmployee3 class represents a commission employee.
3
4  public class CommissionEmployee3
5  {
6     private String firstName;
7     private String lastName;
8     private String socialSecurityNumber;
9     private double grossSales; // gross weekly sales
10    private double commissionRate; // commission percentage
11
12    // five-argument constructor
13    public CommissionEmployee3( String first, String last, String ssn,
14       double sales, double rate )
15    {
16       // implicit call to Object constructor occurs here
17       firstName = first;
18       lastName = last;
19       socialSecurityNumber = ssn;
20       setGrossSales( sales ); // validate and store gross sales
21       setCommissionRate( rate ); // validate and store commission rate
22    } // end five-argument CommissionEmployee3 constructor
23
24    // set first name
25    public void setFirstName( String first )
26    {
27       firstName = first;
28    } // end method setFirstName
29
```

Declare `private` instance variables

```
30    // return first name
31    public String getFirstName()
32    {
33       return firstName;
34    } // end method getFirstName
35
36    // set last name
37    public void setLastName( String last )
38    {
39       lastName = last;
40    } // end method setLastName
41
42    // return last name
43    public String getLastName()
44    {
45       return lastName;
46    } // end method getLastName
47
48    // set social security number
49    public void setSocialSecurityNumber( String ssn )
50    {
51       socialSecurityNumber = ssn; // should validate
52    } // end method setSocialSecurityNumber
53
54    // return social security number
55    public String getSocialSecurityNumber()
56    {
57       return socialSecurityNumber;
58    } // end method getSocialSecurityNumber
59
```

Outline

Commission

Employee3.java

(2 of 4)

```
60    // set gross sales amount
61    public void setGrossSales( double sales )
62    {
63       grossSales = ( sales < 0.0 ) ? 0.0 : sales;
64    } // end method setGrossSales
65
66    // return gross sales amount
67    public double getGrossSales()
68    {
69       return grossSales;
70    } // end method getGrossSales
71
72    // set commission rate
73    public void setCommissionRate( double rate )
74    {
75       commissionRate = ( rate > 0.0 && rate < 1.0 ) ? rate : 0.0;
76    } // end method setCommissionRate
77
78    // return commission rate
79    public double getCommissionRate()
80    {
81       return commissionRate;
82    } // end method getCommissionRate
83
```

Outline

Commission

Employee3.java

(3 of 4)

Outline

```
84    // calculate earnings
85    public double earnings()
86    {
87       return getCommissionRate() * getGrossSales();
88    } // end method earnings
89
90    // return String representation of CommissionEmployee
91    public String toString()
92    {
93       return String.format( "%s: %s %s\n%s: %s\n%s: %.2f\n%s: %.2f",
94          "commission employee", getFirstName(), getLastName(),
95          "social security number", getSocialSecurityNumber(),
96          "gross sales", getGrossSales(),
97          "commission rate", getCommissionRate() );
98    } // end method toString
99 } // end class CommissionEmployee3
```

Use *get* methods to obtain the values of instance variables

CommissionEmployee3.java

(4 of 4)

Outline

```
1  // Fig. 9.13: BasePlusCommissionEmployee4.java
2  // BasePlusCommissionEmployee4 class inherits from CommissionEmployee3 and
3  // accesses CommissionEmployee3's private data via CommissionEmployee3's
4  // public methods.
5
6  public class BasePlusCommissionEmployee4 extends CommissionEmployee3
7  {
8     private double baseSalary; // base salary per week
9
10    // six-argument constructor
11    public BasePlusCommissionEmployee4( String first, String last,
12       String ssn, double sales, double rate, double salary )
13    {
14       super( first, last, ssn, sales, rate );
15       setBaseSalary( salary ); // validate and store base salary
16    } // end six-argument BasePlusCommissionEmployee4 constructor
17
18    // set base salary
19    public void setBaseSalary( double salary )
20    {
21       baseSalary = ( salary < 0.0 ) ? 0.0 : salary;
22    } // end method setBaseSalary
23
```

Inherits from CommissionEmployee3

BasePlusCommissionEmployee4.java

(1 of 2)

Outline

```
24    // return base salary
25    public double getBaseSalary()
26    {
27       return baseSalary;
28    } // end method getBaseSalary
29
30    // calculate earnings
31    public double earnings()
32    {
33       return getBaseSalary() + super.earnings();
34    } // end method earnings
35
36    // return String representation of BasePlusCommissionEmploye
37    public String toString()
38    {
39       return String.format( "%s %s\n%s: %.2f", "base-salaried",
40          super.toString(), "base salary", getBaseSalary() );
41    } // end method toString
42 } // end class BasePlusCommissionEmployee4
```

Invoke an overridden superclass method from a subclass

Use *get* methods to obtain the values of instance variables

Invoke an overridden superclass method from a subclass

BasePlusCommissionEmployee4.java

(2 of 2)

Common Programming Error

When a superclass method is overridden in a subclass, the subclass version often calls the superclass version to do a portion of the work. Failure to prefix the superclass method name with the keyword `super` and a dot (.) separator when referencing the superclass's method causes the subclass method to call itself, creating an error called infinite recursion. Recursion, used correctly, is a powerful capability discussed in Chapter 15, Recursion.

Outline

```
1  // Fig. 9.14: BasePlusCommissionEmployeeTest4.java
2  // Testing class BasePlusCommissionEmployee4.
3
4  public class BasePlusCommissionEmployeeTest4
5  {
6     public static void main( String args[] )
7     {
8        // instantiate BasePlusCommissionEmployee4 object
9        BasePlusCommissionEmployee4 employee =
10          new BasePlusCommissionEmployee4(
11          "Bob", "Lewis", "333-33-3333", 5000, .04, 300 );
12
13       // get base-salaried commission employee data
14       System.out.println(
15          "Employee information obtained by get methods: \n" );
16       System.out.printf( "%s %s\n", "First name is",
17          employee.getFirstName() );
18       System.out.printf( "%s %s\n", "Last name is",
19          employee.getLastName() );
20       System.out.printf( "%s %s\n", "Social security number is",
21          employee.getSocialSecurityNumber() );
22       System.out.printf( "%s %.2f\n", "Gross sales is",
23          employee.getGrossSales() );
24       System.out.printf( "%s %.2f\n", "Commission rate is",
25          employee.getCommissionRate() );
26       System.out.printf( "%s %.2f\n", "Base salary
27          employee.getBaseSalary() );
28
```

Create `BasePlusCommissionEmployee4` object.

Use inherited *get* methods to access inherited `private` instance variables

Use `BasePlusCommissionEmployee4` *get* method to access `private` instance variable.

`BasePlusCommissionEmployeeTest4.java`

(1 of 2)

Outline

```
29       employee.setBaseSalary( 1000 ); // set base salary
30
31       System.out.printf( "\n%s:\n\n%s\n",
32          "Updated employee information obtained
33          employee.toString() );
34    } // end main
35 } // end class BasePlusCommissionEmployeeTest4
```

Use `BasePlusCommissionEmployee4` *set* method to modify `private` instance variable `baseSalary`.

```
Employee information obtained by get methods:

First name is Bob
Last name is Lewis
Social security number is 333-33-3333
Gross sales is 5000.00
Commission rate is 0.04
Base salary is 300.00

Updated employee information obtained by toString:

base-salaried commission employee: Bob Lewis
social security number: 333-33-3333
gross sales: 5000.00
commission rate: 0.04
base salary: 1000.00
```

BasePlusCommissionEmployeeTest4.java

(2 of 2)

9.5 Constructors in Subclasses

Instantiating subclass object

- Chain of constructor calls
  - subclass constructor invokes superclass constructor
    - Implicitly or explicitly
  - Base of inheritance hierarchy
    - Last constructor called in chain is `Object`'s constructor
    - Original subclass constructor's body finishes executing last
    - Example: `CommissionEmployee3-BasePlusCommissionEmployee4` hierarchy
      - `CommissionEmployee3` constructor called second last (last is `Object` constructor)
      - `CommissionEmployee3` constructor's body finishes execution second (first is `Object` constructor's body)

Software Engineering Observation

When a program creates a subclass object, the subclass constructor immediately calls the superclass constructor (explicitly, via `super`, or implicitly). The superclass constructor's body executes to initialize the superclass's instance variables that are part of the subclass object, then the subclass constructor's body executes to initialize the subclass-only instance variables.(cont…)

Software Engineering Observation

Java ensures that even if a constructor does not assign a value to an instance variable, the variable is still initialized to its default value (e.g., `0` for primitive numeric types, `false` for `boolean`s, `null` for references).

Outline

CommissionEmployee4.java

(1 of 4)

```
1  // Fig. 9.15: CommissionEmployee4.java
2  // CommissionEmployee4 class represents a commission employee.
3
4  public class CommissionEmployee4
5  {
6     private String firstName;
7     private String lastName;
8     private String socialSecurityNumber;
9     private double grossSales; // gross weekly sales
10    private double commissionRate; // commission percentage
11
12    // five-argument constructor
13    public CommissionEmployee4( String first, String last, String ssn,
14       double sales, double rate )
15    {
16       // implicit call to Object constructor occurs here
17       firstName = first;
18       lastName = last;
19       socialSecurityNumber = ssn;
20       setGrossSales( sales ); // validate ar
21       setCommissionRate( rate ); // validate
22
23       System.out.printf(
24          "\nCommissionEmployee4 constructor:\n%s\n", this );
25    } // end five-argument CommissionEmployee4 constructor
26
```

Constructor outputs message to demonstrate method call order.

Outline

CommissionEmployee4.java

(2 of 4)

```
27    // set first name
28    public void setFirstName( String first )
29    {
30       firstName = first;
31    } // end method setFirstName
32
33    // return first name
34    public String getFirstName()
35    {
36       return firstName;
37    } // end method getFirstName
38
39    // set last name
40    public void setLastName( String last )
41    {
42       lastName = last;
43    } // end method setLastName
44
45    // return last name
46    public String getLastName()
47    {
48       return lastName;
49    } // end method getLastName
50
51    // set social security number
52    public void setSocialSecurityNumber( String ssn )
53    {
54       socialSecurityNumber = ssn; // should validate
55    } // end method setSocialSecurityNumber
56
```

Outline

CommissionEmployee4.java

(3 of 4)

```
57    // return social security number
58    public String getSocialSecurityNumber()
59    {
60       return socialSecurityNumber;
61    } // end method getSocialSecurityNumber
62
63    // set gross sales amount
64    public void setGrossSales( double sales )
65    {
66       grossSales = ( sales < 0.0 ) ? 0.0 : sales;
67    } // end method setGrossSales
68
69    // return gross sales amount
70    public double getGrossSales()
71    {
72       return grossSales;
73    } // end method getGrossSales
74
75    // set commission rate
76    public void setCommissionRate( double rate )
77    {
78       commissionRate = ( rate > 0.0 && rate < 1.0 ) ? rate : 0.0;
79    } // end method setCommissionRate
80
```

Outline

CommissionEmployee4.java

(4 of 4)

```
81    // return commission rate
82    public double getCommissionRate()
83    {
84       return commissionRate;
85    } // end method getCommissionRate
86
87    // calculate earnings
88    public double earnings()
89    {
90       return getCommissionRate() * getGrossSales();
91    } // end method earnings
92
93    // return String representation of CommissionEmployee4 object
94    public String toString()
95    {
96       return String.format( "%s: %s %s\n%s: %s\n%s: %.2f\n%s: %.2f",
97          "commission employee", getFirstName(), getLastName(),
98          "social security number", getSocialSecurityNumber(),
99          "gross sales", getGrossSales(),
100         "commission rate", getCommissionRate() );
101    } // end method toString
102 } // end class CommissionEmployee4
```

Outline

BasePlusCommissionEmployee5.java

(1 of 2)

```
1  // Fig. 9.16: BasePlusCommissionEmployee5.java
2  // BasePlusCommissionEmployee5 class declaration.
3
4  public class BasePlusCommissionEmployee5 extends CommissionEmployee4
5  {
6     private double baseSalary; // base salary per week
7
8     // six-argument constructor
9     public BasePlusCommissionEmployee5( String first, String last,
10       String ssn, double sales, double rate, double salary )
11    {
12       super( first, last, ssn, sales, rate )
13       setBaseSalary( salary ); // validate a
14
15       System.out.printf(
16          "\nBasePlusCommissionEmployee5 constructor:\n%s\n", this );
17    } // end six-argument BasePlusCommissionEmployee5 constructor
18
19    // set base salary
20    public void setBaseSalary( double salary )
21    {
22       baseSalary = ( salary < 0.0 ) ? 0.0 : salary;
23    } // end method setBaseSalary
24
```

Constructor outputs message to demonstrate method call order.

Outline

BasePlusCommissionEmployee5.java

(2 of 2)

```
25    // return base salary
26    public double getBaseSalary()
27    {
28       return baseSalary;
29    } // end method getBaseSalary
30
31    // calculate earnings
32    public double earnings()
33    {
34       return getBaseSalary() + super.earnings();
35    } // end method earnings
36
37    // return String representation of BasePlusCommissionEmployee5
38    public String toString()
39    {
40       return String.format( "%s %s\n%s: %.2f", "base-salaried",
41          super.toString(), "base salary", getBaseSalary() );
42    } // end method toString
43 } // end class BasePlusCommissionEmployee5
```

Outline

```
1  // Fig. 9.17: ConstructorTest.java
2  // Display order in which superclass and subclass constructors are called.
3
4  public class ConstructorTest
5  {
6     public static void main( String args[] )
7     {
8        CommissionEmployee4 employee1 = new CommissionEmployee4(
9           "Bob", "Lewis", "333-33-3333", 5000, .04 );
10
11       System.out.println();
12       BasePlusCommissionEmployee5 employee2 =
13          new BasePlusCommissionEmployee5(
14          "Lisa", "Jones", "555-55-5555", 2000, .06, 800 );
15
16       System.out.println();
17       BasePlusCommissionEmployee5 employee3 =
18          new BasePlusCommissionEmployee5(
19          "Mark", "Sands", "888-88-8888", 8000, .15, 2000 );
20    } // end main
21 } // end class ConstructorTest
```

Instantiate `CommissionEmployee4` object

Instantiate two `BasePlusCommissionEmployee5` objects to demonstrate order of subclass and superclass constructor method calls.

`ConstructorTest.java`

(1 of 2)

Outline

ConstructorTest.java

(2 of 2)

```
CommissionEmployee4 constructor:
commission employee: Bob Lewis
social security number: 333-33-3333
gross sales: 5000.00
commission rate: 0.04

CommissionEmployee4 constructor:
base-salaried commission employee: Lisa Jones
social security number: 555-55-5555
gross sales: 2000.00
commission rate: 0.06
base salary: 0.00

BasePlusCommissionEmployee5 constructor:
base-salaried commission employee: Lisa Jones
social security number: 555-55-5555
gross sales: 2000.00
commission rate: 0.06
base salary: 800.00


CommissionEmployee4 constructor:
base-salaried commission employee: Mark Sands
social security number: 888-88-8888
gross sales: 8000.00
commission rate: 0.15
base salary: 0.00

BasePlusCommissionEmployee5 constructor:
base-salaried commission employee: Mark Sands
social security number: 888-88-8888
gross sales: 8000.00
commission rate: 0.15
base salary: 2000.00
```

Subclass `BasePlusCommissionEmployee5` constructor body executes after superclass `CommissionEmployee4`'s constructor finishes execution.

Правила за писане на конструктори на класове в йерархия на наследственост

1. **Пишем базовия клас на йерархията от наследственост по правилата за моделиране на клас, дадени в лекция 11.1 в следната последователност**
   - **A. `private` клас данни**
   - **B. SET и GET методи за всички клас данни**
   - **C. Конструктор за общо ползване (извиква set методите за данните)**
   - **D. Конструктор по подразбиране (извиква конструктора за общо ползване)**
   - **E. Конструктор за копиране (извиква конструктора за общо ползване)**
   - **F. Всички останали клас методи**
   - **G. `String toString()` метод**

Правила за писане базов клас- деклариране на данните

```
// Fig. 9.15a: CommissionEmployee4.java
// CommissionEmployee4 class represents a commission employee.

public class CommissionEmployee4
{
   private String firstName;
   private String lastName;
   private String socialSecurityNumber;
   private double grossSales; // gross weekly sales
   private double commissionRate; // commission percentage
```

Правила за писане базов клас- SET и GET методи

```
// set first name
  public void setFirstName( String first )
  {
     firstName = first;
  } // end method setFirstName

  // return first name
  public String getFirstName()
  {
     return firstName;
  } // end method getFirstName

  // set last name
  public void setLastName( String last )
  {
     lastName = last;
  } // end method setLastName

  // return last name
  public String getLastName()
  {
     return lastName;
  } // end method getLastName
```

Правила за писане базов клас- SET и GET методи ...

```
// set social security number
public void setSocialSecurityNumber( String ssn )
{
   socialSecurityNumber = ssn; // should validate
} // end method setSocialSecurityNumber

// return social security number
public String getSocialSecurityNumber()
{
   return socialSecurityNumber;
} // end method getSocialSecurityNumber

// set gross sales amount
public void setGrossSales( double sales )
{
   grossSales = ( sales < 0.0 ) ? 0.0 : sales;
} // end method setGrossSales

// return gross sales amount
public double getGrossSales()
{
   return grossSales;
} // end method getGrossSales
```

Правила за писане базов клас- SET и GET методи ...

```
  // set commission rate
public void setCommissionRate( double rate )
{
   commissionRate = ( rate > 0.0 && rate < 1.0 ) ? rate : 0.0;
} // end method setCommissionRate

// return commission rate
public double getCommissionRate()
{
    return commissionRate;
} // end method getCommissionRate
```

Правила за писане базов клас-конструктор за общо ползване

```
private String firstName;
private String lastName;
private String socialSecurityNumber;
private double grossSales;          // gross weekly sales
private double commissionRate;      // commission percentage
// five-argument constructor
public CommissionEmployee4( String first, String last, String ssn,
                                                  double sales, double rate )
{
   // implicit call to Object constructor occurs here
   firstName = first;
   lastName = last;
   socialSecurityNumber = ssn;
   setGrossSales( sales ); // validate and store gross sales
   setCommissionRate( rate ); // validate and store commission rate

   System.out.printf(
      "\nCommissionEmployee4 constructor:\n%s\n", this );
} // end five-argument CommissionEmployee4 constructor
```

Правила за писане базов клас-конструктори по подразбиране и за копиране

```
// default constructor
 public CommissionEmployee4( )
 {
    this("", "", "", 0.0, 0.0);
 } // end five-argument CommissionEmployee4 constructor

 // copy  constructor
 public CommissionEmployee4(CommissionEmployee4 c )
 {
    this(c.firstName, c.lastName, c.socialSecurityNumber,
                          c.grossSales,c.commissionRate);
 } // end five-argument CommissionEmployee4 constructor
```

Правила за писане базов клас- други методи на класа и *toString()* метода

```
 // calculate earnings
   public double earnings()
   {
      return getCommissionRate() * getGrossSales();
   } // end method earnings

// return String representation of CommissionEmployee4 object
   public String toString()
   {
      return String.format( "%s: %s %s\n%s: %s\n%s: %.2f\n%s: %.2f",
         "commission employee", getFirstName(), getLastName(),
         "social security number", getSocialSecurityNumber(),
         "gross sales", getGrossSales(),
         "commission rate", getCommissionRate() );
   } // end method toString
```

Правила за писане на конструктори на класове в йерархия на наследственост

2. **Пишем всеки от производните класове на йерархията от наследственост по следните правила в следната последователност**
   - A. **Декларира всички `private` клас данни, които са различни от онаследените**
   - B. **SET и GET методи за всички клас данни, които са различни от онаследените**
   - C. **Конструктор за общо ползване**
     - a. **Извиква конструкторът за общо ползване на директния базов клас и инициализира ВСИЧКИ онаследени данни**
     - b. **извиква set методите за данните, които са различни от онаследените**
   - D. **Конструктор по подразбиране (извиква конструктора за общо ползване на текущия клас, задава стойности по подразбиране за всички данни – онаследени и тези, дефинирани в текущия клас)**
   - E. **Конструктор за копиране (извиква конструктора за общо ползване на текущия клас , използва GET методи за онаследени клас данни)**
   - F. **Всички останали клас методи**
   - G. **`String toString()` метод**

Правила за писане производен клас- - деклариране на новите данни

```
// Fig. 9.19.: BasePlusCommissionEmployee5.java
// Modified BasePlusCommissionEmployee5 class declaration.

public class BasePlusCommissionEmployee5 extends CommissionEmployee4
{
   // Тук не се декларират отново данните, които са онаследени!
   private double baseSalary; // base salary per week
```

Правила за писане производен клас SET и GET методи само за новите данни

```
// set base salary
  public void setBaseSalary( double salary )
  {
     baseSalary = ( salary < 0.0 ) ? 0.0 : salary;
  } // end method setBaseSalary

  // return base salary
  public double getBaseSalary()
  {
     return baseSalary;
  } // end method getBaseSalary
```

Правила за писане производен клас
Конструктор за общо ползване

```
// six-argument constructor- инициализира ВСИЧКИ данни
 public BasePlusCommissionEmployee5( String first, String last,
    String ssn, double sales, double rate, double salary )
 {
    super( first, last, ssn, sales, rate ); // инициализира онаследените
    // следва инициализация на всички данни, които не са онаследени
    setBaseSalary( salary ); // validate and store base salary

    System.out.printf(
       "\nBasePlusCommissionEmployee5 constructor:\n%s\n", this );
 } // end six-argument BasePlusCommissionEmployee5 constructor
```

Правила за писане производен клас
Конструктори по подразбиране и за копиране

```
// default constructor
public BasePlusCommissionEmployee5( )
 {
    this("", "", "", 0.0, 0.0, 0.0);

 } // end six-argument BasePlusCommissionEmployee5 constructor

  // default constructor
public BasePlusCommissionEmployee5( BasePlusCommissionEmployee5 b)
 {
    this( b.getFirstName(), b.getLastName(),
          b.getSocialSecurityNumber(),
           b.getGrossSales(), b.getCommissionRate(), b.baseSalary);

 } // end six-argument BasePlusCommissionEmployee5 constructor
```

Правила за писане производен клас други методи на класа и *toString()* метода

```
// calculate earnings
 public double earnings()
 {
    return getBaseSalary() + super.earnings();
 } // end method earnings

 // return String representation of BasePlusCommissionEmployee5
 public String toString()
 {
    return String.format( "%s %s\n%s: %.2f", "base-salaried",
       super.toString(), "base salary", getBaseSalary() );
 } // end method toString
```

9.6 Software Engineering with Inheritance

Customizing existing software

- Inherit from existing classes
  - Include additional members
  - Redefine superclass members
  - No direct access to superclass's source code
    - Link to object code
- Independent software vendors (ISVs)
  - Develop proprietary code for sale/license
    - Available in object-code format
  - Users derive new classes
    - Without accessing ISV proprietary source code

Software Engineering Observation

Despite the fact that inheriting from a class does not require access to the class's source code, developers often insist on seeing the source code to understand how the class is implemented. Developers in industry want to ensure that they are extending a solid class—for example, a class that performs well and is implemented securely.

Software Engineering Observation

At the design stage in an object-oriented system, the designer often finds that certain classes are closely related. The designer should "factor out" common instance variables and methods and place them in a superclass. Then the designer should use inheritance to develop subclasses, specializing them with capabilities beyond those inherited from the superclass.

Software Engineering Observation

Declaring a subclass does not affect its superclass's source code. Inheritance preserves the integrity of the superclass.

Software Engineering Observation

Just as designers of non-object-oriented systems should avoid method proliferation, designers of object-oriented systems should avoid class proliferation. Such proliferation creates management problems and can hinder software reusability, because in a huge class library it becomes difficult for a client to locate the most appropriate classes. The alternative is to create fewer classes that provide more substantial functionality, but such classes might prove cumbersome.

Performance Tip

If subclasses are larger than they need to be (i.e., contain too much functionality), memory and processing resources might be wasted. Extend the superclass that contains the functionality that is closest to what is needed.

9.7 Object Class

Class Object methods

- clone
- equals
- finalize
- getClass
- hashCode
- notify, notifyAll, wait
- toString

Method	Description
`clone`	This `protected` method, which takes no arguments and returns an `Object` reference, makes a copy of the object on which it is called. When cloning is required for objects of a class, the class should override method `clone` as a `public` method and should implement interface `Cloneable` (package `java.lang`). The default implementation of this method performs a so-called shallow copy—instance variable values in one object are copied into another object of the same type. For reference types, only the references are copied. A typical overridden `clone` method's implementation would perform a deep copy that creates a new object for each reference type instance variable. There are many subtleties to overriding method `clone`. You can learn more about cloning in the following article:

Fig. 9.18 | `Object` methods that are inherited directly or indirectly by all classes. (Part 1 of 4)

Method	Description
`Equals`	This method compares two objects for equality and returns `true` if they are equal and `false` otherwise. The method takes any `Object` as an argument. When objects of a particular class must be compared for equality, the class should override method `equals` to compare the contents of the two objects. The method's implementation should meet the following requirements: • It should return `false` if the argument is `null`. • It should return `true` if an object is compared to itself, as in `object1.equals( object1 )`. • It should return `true` only if both `object1.equals( object2 )` and `object2.equals( object1 )` would return `true`. • For three objects, if `object1.equals( object2 )` returns `true` and `object2.equals( object3 )` returns `true`, then `object1.equals( object3 )` should also return `true`. • If `equals` is called multiple times with the two objects and the objects do not change, the method should consistently return `true` if the objects are equal and `false` otherwise. A class that overrides `equals` should also override `hashCode` to ensure that equal objects have identical hashcodes. The default `equals` implementation uses operator == to determine whether two references *refer to the same object* in memory.

Fig. 9.18 | `Object` methods that are inherited directly or indirectly by all classes. (Part 2 of 4)

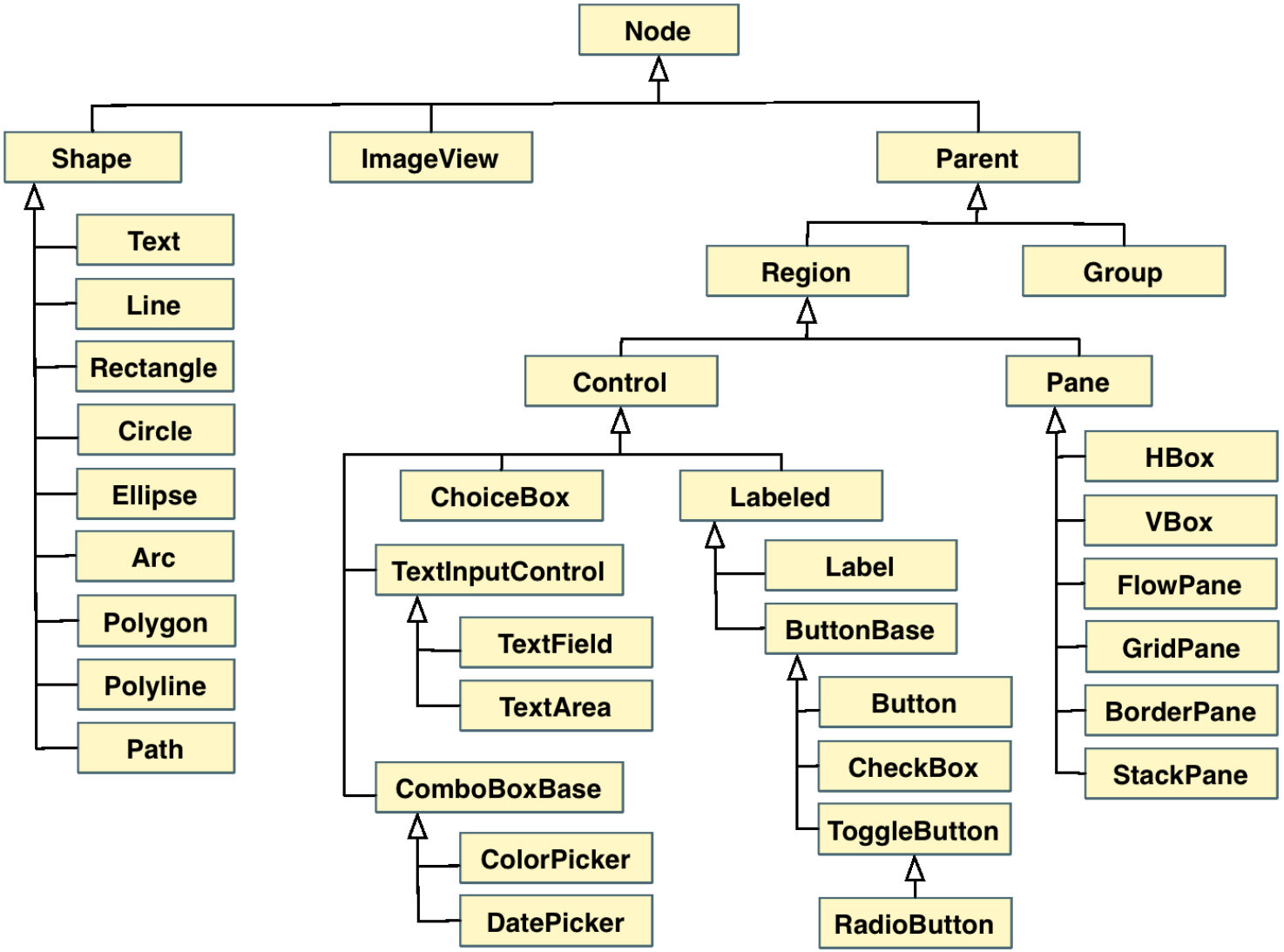
Method	Description
`finalize`	This `protected` method is called by the garbage collector to perform termination housekeeping on an object just before the garbage collector reclaims the object's memory. It is not guaranteed that the garbage collector will reclaim an object, so it cannot be guaranteed that the object's `finalize` method will execute. The method must specify an empty parameter list and must return `void`. The default implementation of this method serves as a placeholder that does nothing.
`getClass`	Every object in Java knows its own type at execution time. Method `getClass`returns an object of class `Class` (package `java.lang`) that contains information about the object's type, such as its class name (returned by `Class` method `getName`). You can learn more about class `Class` in the online API documentation at

Fig. 9.18 | `Object` methods that are inherited directly or indirectly by all classes. (Part 3 of 4)

Method	Description
`hashCode`	A hashtable is a data structure (discussed in Section 19.10) that relates one object, called the key, to another object, called the value. When initially inserting a value into a hashtable, the key's `hashCode` method is called. The hashcode value returned is used by the hashtable to determine the location at which to insert the corresponding value. The key's hashcode is also used by the hashtable to locate the key's corresponding value.
`notify`, `notifyAll`, `wait`	Methods `notify`, `notifyAll` and the three overloaded versions of `wait` are related to multithreading, which is discussed in Chapter 23. In J2SE 5.0, the multithreading model has changed substantially, but these features continue to be supported.
`toString`	This method (introduced in Section 9.4.1) returns a `String` representation of an object. The default implementation of this method returns the package name and class name of the object's class followed by a hexadecimal representation of the value returned by the object's `hashCode` method.

Fig. 9.18 | `Object` methods that are inherited directly or indirectly by all classes. (Part 4 of 4)

9.8 Inheritance in JavaFX



9.8 Inheritance in JavaFX

All shape classes are derived from `Shape`, which manages stroke and fill

Nodes derived from `Parent` can hold other nodes

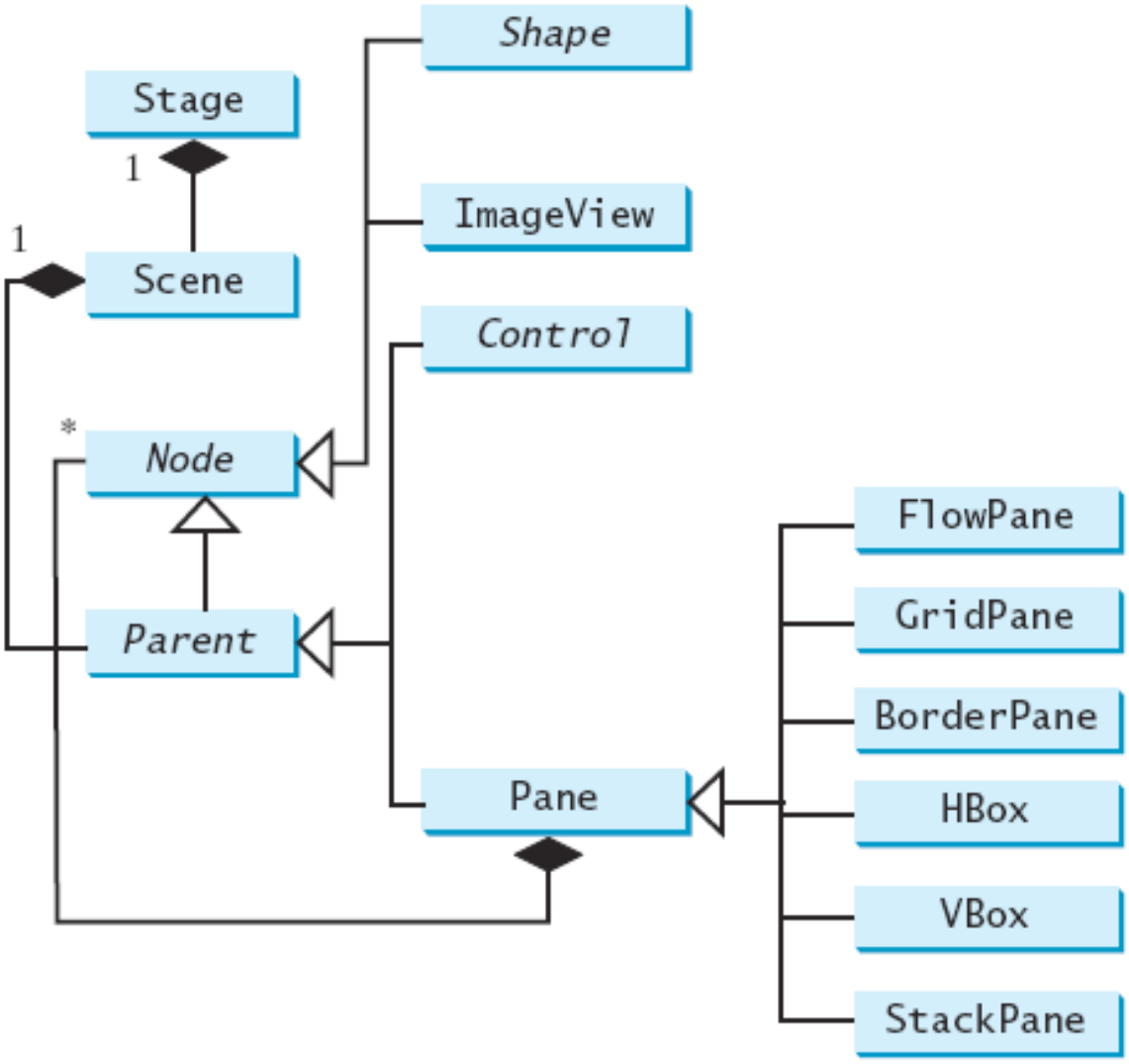
- So shapes cannot hold other nodes

Any `Region` can be styled with CSS

All layout panes are derived from `Pane`

`Control`s have various intermediate classes to organize common characteristics

9.8 Inheritance in JavaFX



9.8 Inheritance in JavaFX

Note the difference between the scene graph (containment) and the inheritance hierarchy

Only a `Parent` can serve as the root node of a scene

So a `Pane` can be the root node of a scene, and could contain a `Circle` and a `Button`

A `ChoiceBox` could be the root node of a scene, but a `Rectangle` could not

9.9 GUI and Graphics Case Study: Displaying Text and Images Using Labels

Labels in JavaFX

- Display information and instructions. If you want to show the purpose of an input control by placing one or more words next to it, and/or you want to allow direct keyboard navigation to an input control, you use a `Label`.
- `Label` displays a text element
  - Display a line or wrap multiple lines of text
  - Display an image
  - Display both text and image
  - Rotate and translate a `Label`

9.8 GUI and Graphics Case Study: Displaying Text and Images Using Labels

`Text` in JavaFX

- **Display pieces of text . If you want to display text content not associated with input, you use `Text`. A `Text` is a geometric shape (like a Rectangle or a Circle), while `Label` is a UI control (like a `Button` or a `TextField`).**

Use `Text` to apply effects, animation, and transformations to text nodes in the same way as to any other nodes. Because the `Node` class inherits from the `Shape` class, you can set a stroke or apply a fill setting to text nodes in the same way as to any shape

```
1  import javafx.application.Application;
2  import javafx.geometry.Insets;
3  import javafx.geometry.Pos;
4  import javafx.scene.Scene;
5  import javafx.scene.control.Label;
6  import javafx.scene.image.Image;
7  import javafx.scene.image.ImageView;
8  import javafx.scene.layout.HBox;
9  import javafx.scene.paint.Color;
10 import javafx.scene.text.Font;
11 import javafx.stage.Stage;
12
13 public class JavaFXLabelDemo extends Application {
14
15     @Override
16     public void start(Stage primaryStage){
17
18         HBox root = new HBox();
19         root.setSpacing(14);
20         root.setPadding(new Insets(14, 14, 14, 14));
21         root.setStyle("-fx-background-color: white");
22         root.setAlignment(Pos.CENTER);
23         // An empty label
24         // Label label1 = new Label();
25         //A label with the text element and graphical icon
26         Image image = new Image(getClass().getResourceAsStream("Capture.JPG"));
```

Create a JavaFx Application

Setup layout properties for the HBox

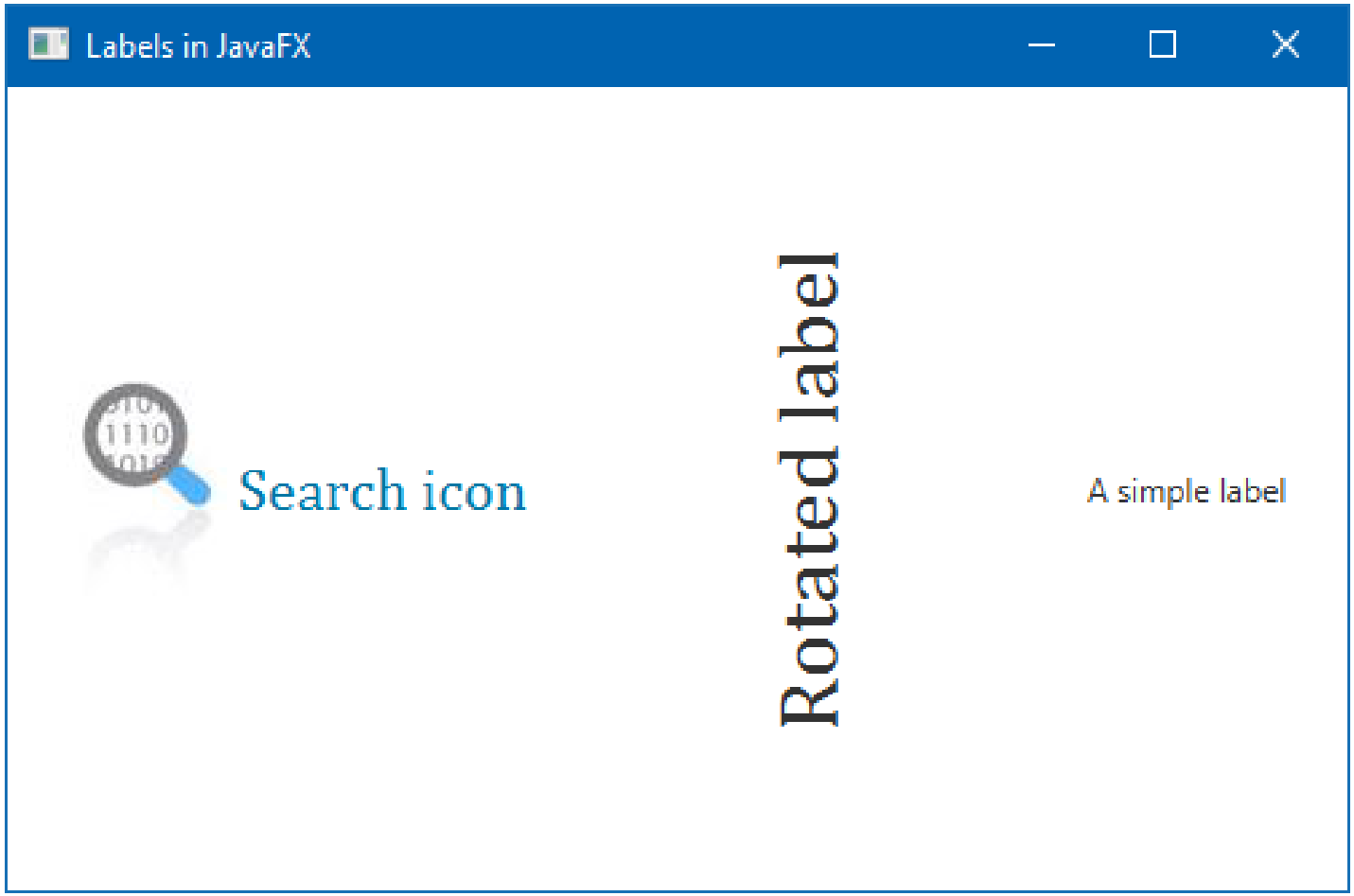
Load the Image from the image file located in current package of the source code

JavaFXLabelDemo.java

(1 of 2)

```
27          Label label1 = new Label("Search icon", new ImageView(image));
28          label1.setFont(new Font("Cambria", 22));
29          label1.setTextFill(Color.web("#0076a3"));
30          //A label with the text element and given font
31          Label label2 = new Label("Rotated label");
32          label2.setFont(new Font("Cambria", 32));
33          label2.setRotate(270);
34          // A label with the text element
35          Label label3 = new Label("A simple label");
36          label3.prefWidth(20);
37
38          root.getChildren().addAll(label1, label2, label3);
39          Scene scene = new Scene(root, 500, 300);
40
41          primaryStage.setTitle("Labels in JavaFX");
42          primaryStage.setScene(scene);
43          primaryStage.show();
44      }
45
46      public static void main(String[] args) {
47          launch(args);
48      }
49  }
```

Attach the labels to the Hbox



Label properties

```
1  import javafx.application.Application;
2  import static javafx.application.Application.launch;
3  import javafx.geometry.Insets;
4  import javafx.geometry.Pos;
5  import javafx.scene.Scene;
6  import javafx.scene.layout.AnchorPane;
7  import javafx.scene.layout.VBox;
8  import javafx.scene.paint.Color;
9  import javafx.scene.text.Font;
10 import javafx.scene.text.FontWeight;
11 import javafx.scene.text.Text;
12 import javafx.stage.Stage;
13
14 public class JavaFXTextlDemo extends Application {
15
16     @Override
17     public void start(Stage primaryStage) {
18         AnchorPane root = new AnchorPane();
19         VBox vb = new VBox();
20         vb.setSpacing(14);
21         vb.setPadding(new Insets(14, 14, 14, 14));
22         vb.setStyle("-fx-background-color: white");
23         vb.setAlignment(Pos.TOP_LEFT);
24         //Define tedxt at a given location with coordinates x=10, y=200
25         Text text1 = new Text(10, 200, "This text sample starts at [10,200]");
26         root.getChildren().addAll(vb, text1);
```

Create a `JavaFx` Application

Setup layout properties for the `VBox`

Display the `Text` at `[10, 200]`

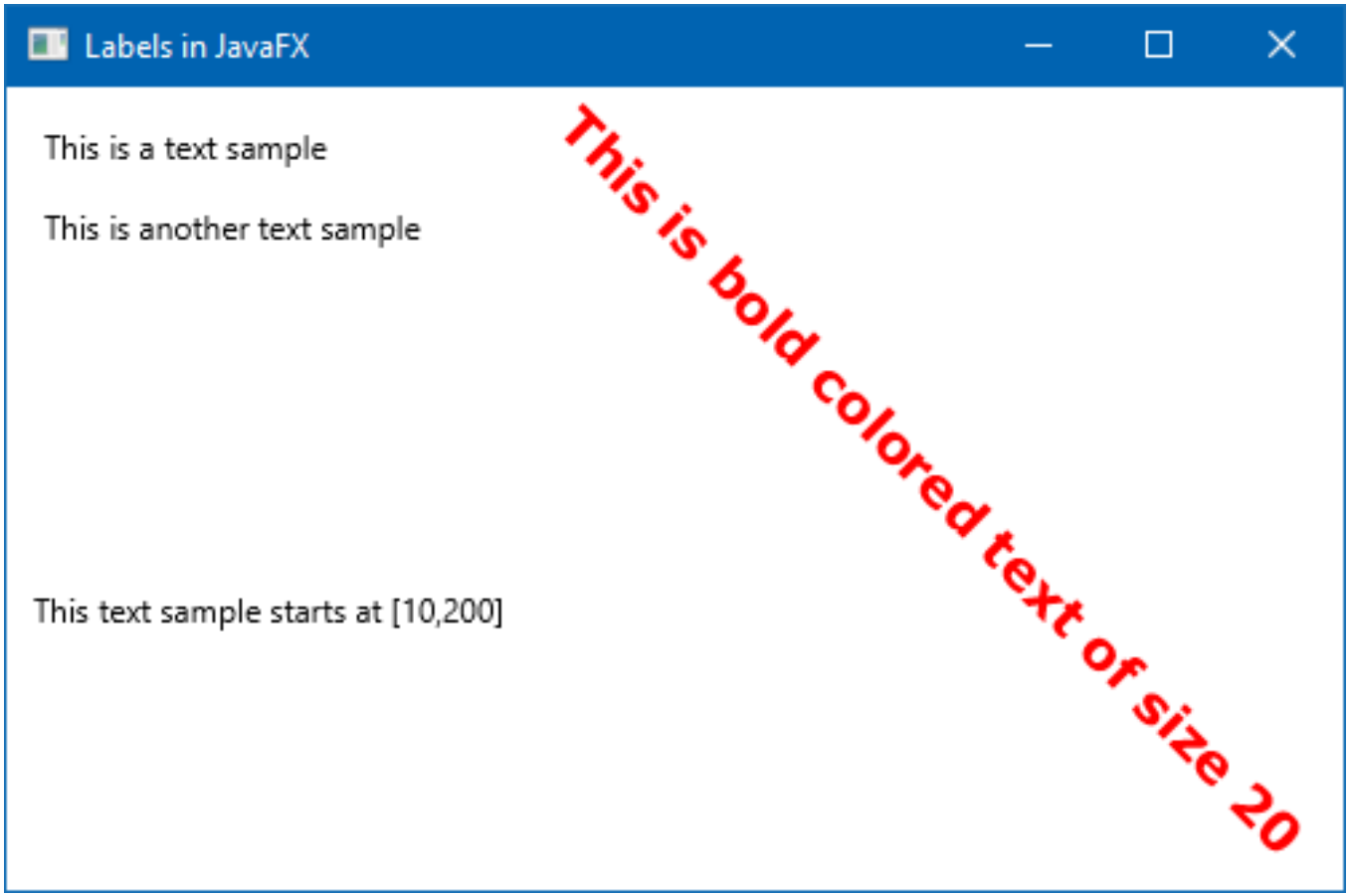
`JavaFXTextDemo.java`

(1 of 2)

```
27          // An empty Text
28          Text text2 = new Text();
29          //Assign a string to Text
30          text2.setText("This is a text sample");
31          // Assign the string in the text constructor
32          Text text3 = new Text("This is another text sample");
33          // Assign the font and transformation properties for Text
34          Text text4 = new Text("This is bold colored text of size 20");
35          //text4.setFont(Font.font("Verdana", FontPosture.ITALIC ,20));
36          text4.setFill(Color.RED);
37          text4.setFont(Font.font("Verdana", FontWeight.BOLD, 20));
38          text4.setRotate(45);
39          text4.setTranslateY(60);
40          text4.setTranslateX(140);
41
42          vb.getChildren().addAll(text2, text3, text4);
43          Scene scene = new Scene(root, 500, 300);
44
45          primaryStage.setTitle("Labels in JavaFX");
46          primaryStage.setScene(scene);
47          primaryStage.show();
48      }
49
50      public static void main(String[] args) {
51          launch(args);
52      }
53  }
```

Set font and transformation properties for a `Text`

Attach the `Text`s to the `Vbox`



`Text` properties

Задачи

Problem 1.

Define a Stack class that extends ArrayList.

Draw the UML diagram for the classes and then implement MyStack. Write a test program that prompts the user to enter five strings and displays them in reverse order.

Problem 2.

Define a PriorityQueue class that extends ArrayList.

Draw the UML diagram for the classes and then implement MyQueue. Write a test program that prompts the user to enter five strings in a queue and displays the queue elements in ascending order.

Задачи

Problem 3.

Implement the classes on the following UML diagram.