

## **Open Closed Principle**

- Software entities (Classes, modules, functions) should be open for extension but closed for modifications.

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It should be possible to change the environment of a class without changing the class.

A class should be closed for modification, but open for extension. When you change a class, there is always a risk that you will break something. But if instead of modifying the class you extend it with a sub-class, that's a less risky change.

## Guidelines

- Keep things that vary separately from things that are common.



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Q45 – LoanHandler

Q44 – FILE1, DATABASE1

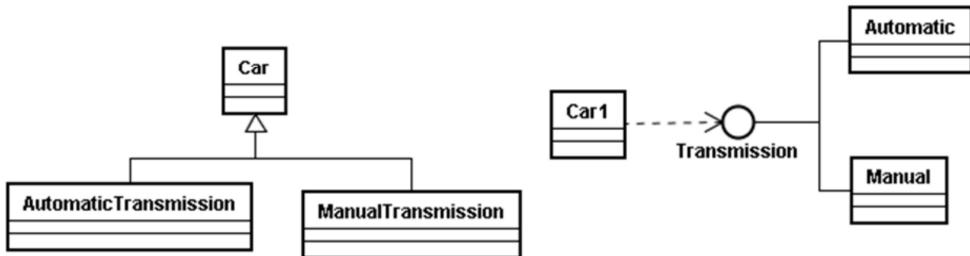
Q39 - Scheduler

Q83 – Cooker

Q84 – ChooseFontDialog

## Inheritance vs. Delegation

- Which is better?



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### Composition Advantages

Contained objects are accessed by the containing class solely through their interfaces

"Black-box" reuse, since internal details of contained objects are not visible

Good encapsulation

Fewer implementation dependencies

Each class is focused on just one task

The composition can be defined dynamically at run-time through objects acquiring references to other objects of the same type

### Composition Disadvantages

Resulting systems tend to have more objects

Interfaces must be carefully defined in order to use many different objects as composition.

Prefer Composition/Interfaces to Inheritance.

Composition implies has-a or uses-a relationship.

Inheritance implies is-like-a relationship.

While using inheritance, the Liskov's Substitution Principle must not be violated.

Also, Avoid deep inheritance trees

As far as possible, it is preferable to inherit from an abstract class.

#### Generalization Advantages

New implementation is easy, since most of it is inherited

Easy to modify or extend the implementation being reused

#### Generalization Disadvantages

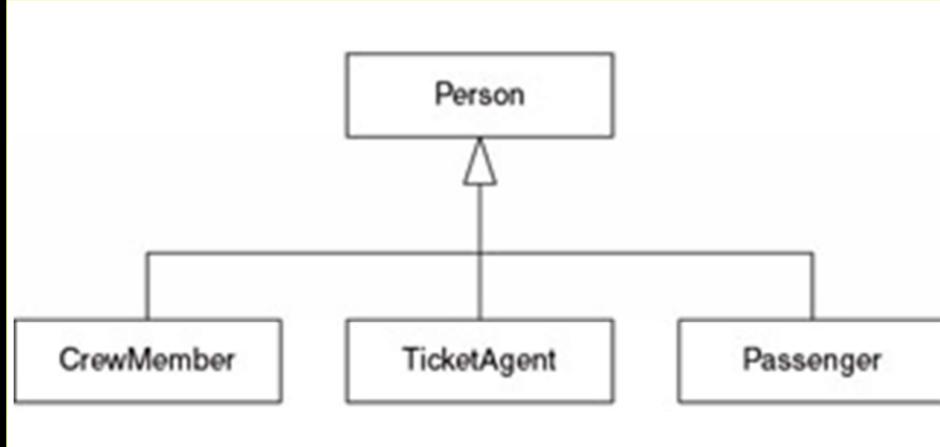
Breaks encapsulation, since it exposes a subclass to implementation details of its super class

"White-box" reuse, since internal details of super classes are often visible to subclasses

Subclasses may have to be changed if the implementation of the super class changes

Implementations inherited from super classes can not be changed at runtime

# Airline Reservation System

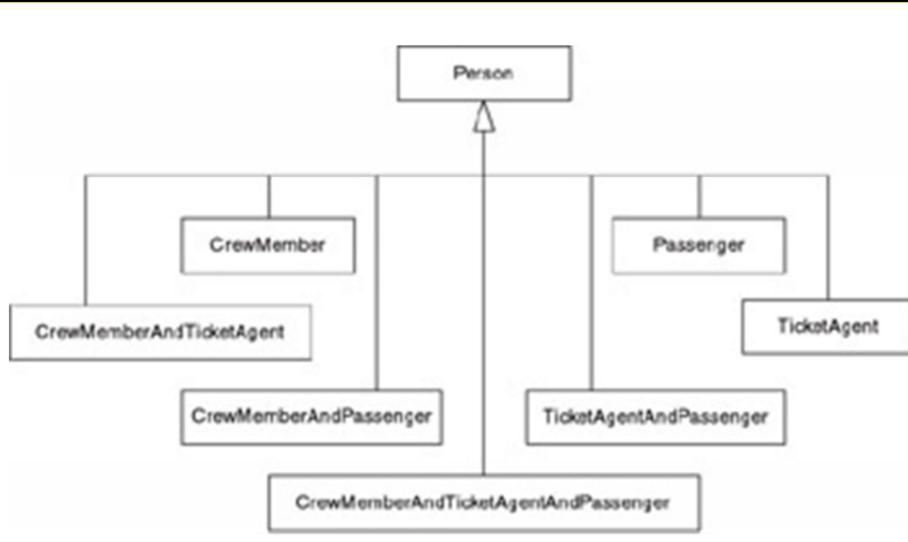


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## Same Person – Multiple roles

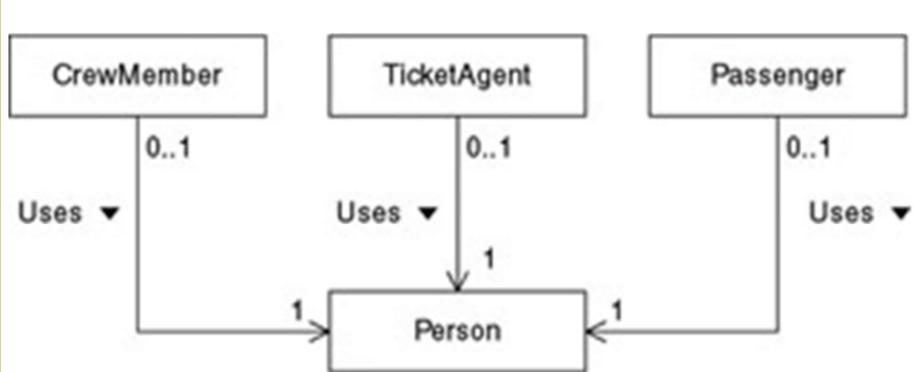


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## A person can change roles Now



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# Stack is not ArrayList

```
class Stack extends ArrayList {  
    private int topOfStack = 0;  
    public void push( Object article ) {  
        add( topOfStack++, article ); }  
    public Object pop() {  
        return remove( --topOfStack ); }  
    public void pushMany( Object[] articles ) {  
        for( int i = 0; i < articles.length; ++i )  
            push( articles[i] ); }  
    }  
    Stack aStack = new Stack();  
    aStack.push("1");  
    aStack.push("2");  
    aStack.clear(); //Error
```

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Even a class as simple as this one has problems. Consider what happens when a user leverages inheritance and uses the ArrayList's clear() method to pop everything off the stack.

The code compiles just fine, but since the base class doesn't know anything about the index of the item at the top of the stack (topOfStack), the Stack object is now in an undefined state. The next call to push() puts the new item at index 2 (the current value of the topOfStack), so the stack effectively has three elements on it, the bottom two of which are garbage.

One (hideously bad) solution to the inheriting-undesirable-methods problem is for Stack to override all the methods of ArrayList that can modify the state of the array to manipulate the stack pointer. This is a lot of work, though, and doesn't handle problems such as adding a method like clear() to the base class after you've written the derived class.

To solve the problem, use delegation:

```
class Stack {  
    private int topOfStack = 0;  
    private ArrayList theData = new ArrayList();  
    public void push( Object article ) {  
        theData.add( topOfStack++, article ); }  
    }  
    public Object pop() {  
        return theData.remove( --topOfStack ); }  
    }  
    public void pushMany( Object[] articles ) {  
        for( int i = 0; i < articles.length; ++i )  
            push( articles[i] ); }  
    }  
    public int size() // current stack size.  
    { return theData.size(); }  
}
```

## What's the output?

```
public class ci1<T> extends HashSet<T> {  
    private int addCount = 0;  
    public ci1() {}  
    public ci1 (Collection<T> c) {super(c);}  
    public ci1 (int initCap, float loadFactor) {  
        super(initCap, loadFactor); }  
    @Override public boolean add(T o) {  
        addCount++; return super.add(o); }  
    @Override public boolean addAll(  
        Collection<? extends T> c) {  
        addCount += c.size(); return super.addAll(c);  
    }  
    public int getAddCount() {return addCount; }  
    public static void main(String[] args) {  
        ci1<String> s = new ci1<String>();  
        s.addAll(Arrays.asList(new String[]  
            {"Snap","Crackle","Pop"}));  
        System.out.println(s.getAddCount()); } }
```

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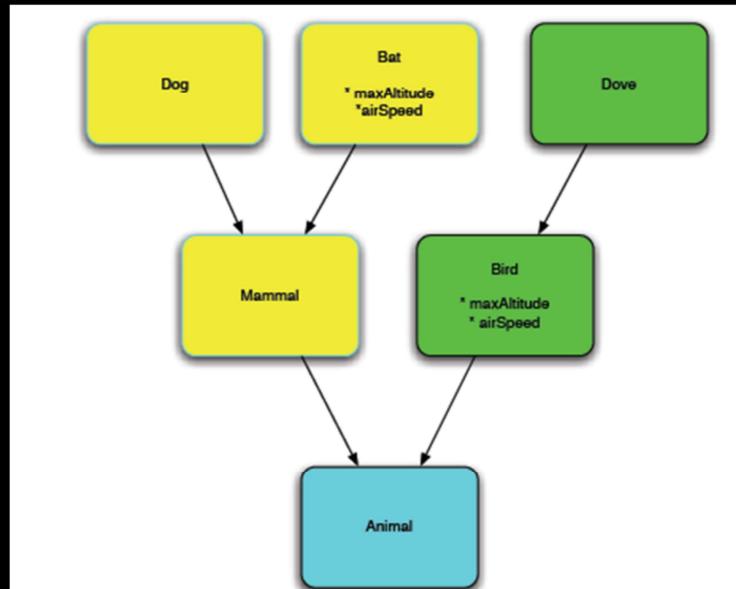
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The output comes as 6 instead of 3.

The class should implement the interface Set and use HashSet internally.

The **fragile base class problem** is a fundamental architectural problem of [object-oriented programming](#) systems where base classes ([super classes](#)) are considered "fragile" because seemingly safe modifications to a base class, when inherited by the [derived classes](#), may cause the derived classes to malfunction. The programmer cannot determine whether a base class change is safe simply by examining in isolation the methods of the base class.

## Bat cannot be a Bird?



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Bat has a flying capability

Dove has a flying capability

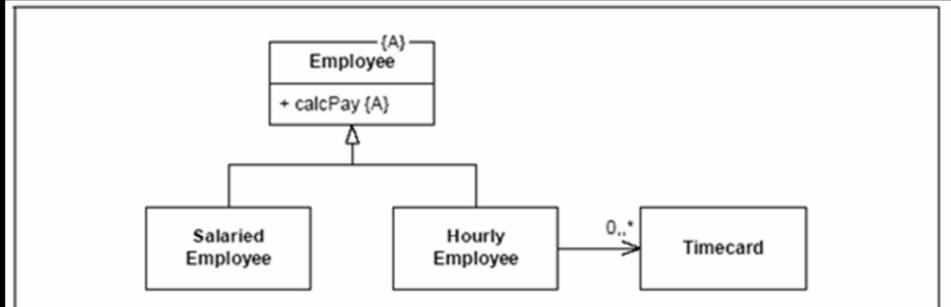
is better than

Bat is a flying creature

Dove is a flying creature

## Liskov Substitution Principle

- All derived classes must be substitutable for their base class.



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Now we have a Category of Employee – “Volunteer”, who does not receive salary  
E.g. Ellipse and Circle. If some class sets attributes and prints major and minor axis hard coded then it is a problem.

The Liskov Substitution Principle (LSP) makes it clear that the ISA relationship is all about behavior.

Violation of this law leads to usage of instanceof operator or throwing of exceptions for certain functions in a class.

E.G Deriving Square from Rectangle violates this principle because Rectangle has two functions: setWidth and setHeight.

E.g. CarOwner being derived from Car and Person.

Inheritance should preferably be done from abstract classes with minimal code.

## Does Subclass make sense?

- Subclass only when is-a-kind-of relationship.
- Bad
  - Properties extends HashTable
  - Stack extends Vector
- Good
  - Set extends Collection

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Assume that you have an inheritance hierarchy with Person and Student. Wherever you can use Person, you should also be able to use a Student, because Student is a subclass of Person. At first this might sound like that's always the case automatically, but when you start thinking about reflection (reflection is a technique for being able to programmatically inspect the type of an instance and read and set its properties and fields and call its methods, without knowing about the type beforehand), for example, it's not so obvious anymore. A method that uses reflection for dealing with Person might not expect Student.

The reflection problem is a syntactical one. Martin uses a more semantically example of Square that is a Rectangle. But when you use SetWidth() for the Square, that doesn't make sense, or at least you have to internally call SetHeight() as well. A pretty different behavior from what Rectangle needs.

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Design & Document for inheritance

Otherwise prohibit inheritance

Conservative Policy:

All concrete classes are final

Never override a concrete function.

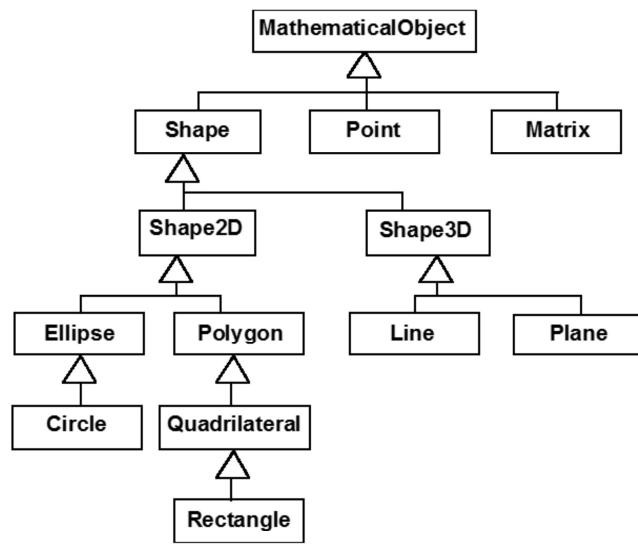
Bad

Many concrete classes in Java are not final

Good

AbstractSet, AbstractMap

# Avoid Deep Inheritance

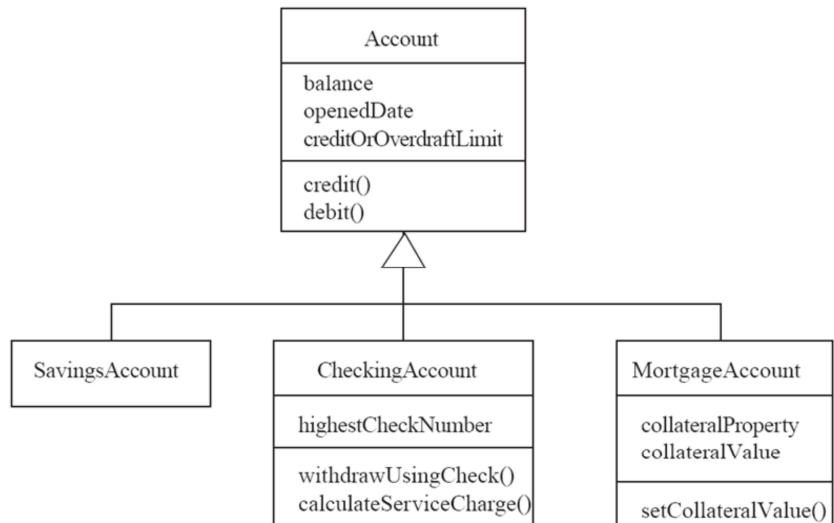


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## All Inherited Features should make sense in Subclasses

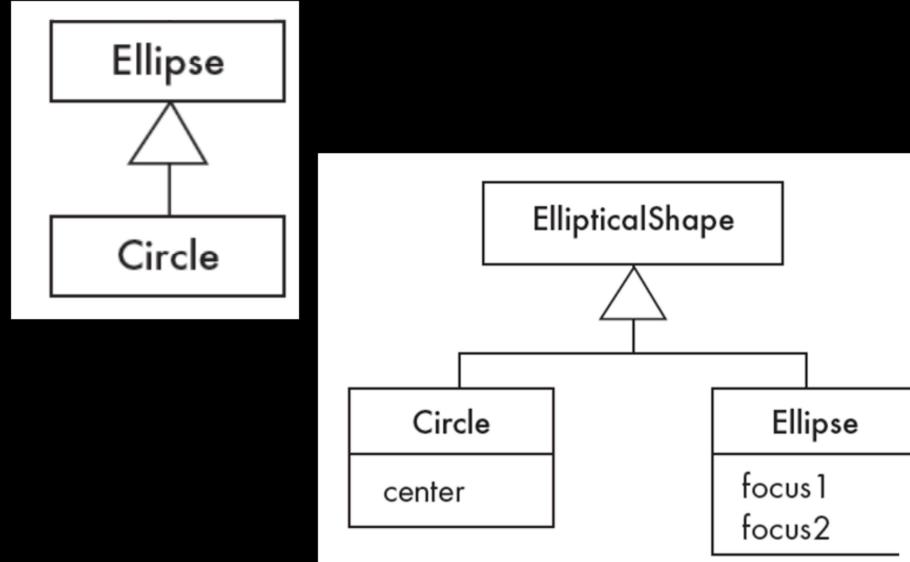


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# Reorganize



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Q72Inheri: Employee, LinkList

Q31 - UserAccount

Q71inheri – CourseCatalog Q52 – NormalPayment Q54 – Account

Q74 – BitmapButton Q75 – PropertyFileWriter

Avoid deep Inheritance Hierarchy: Q76