

# Subtyping and Inheritance

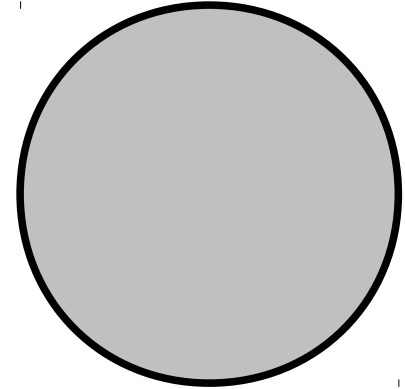
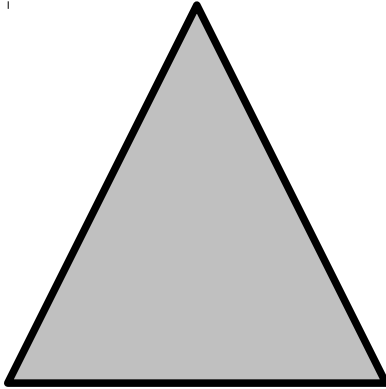
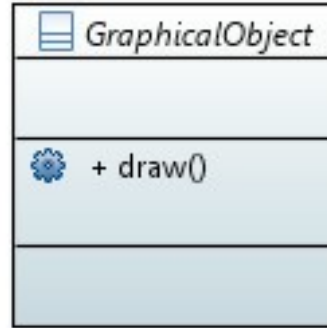
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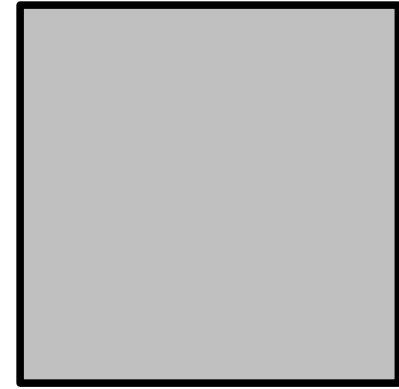
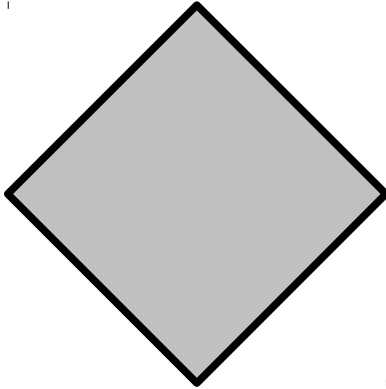
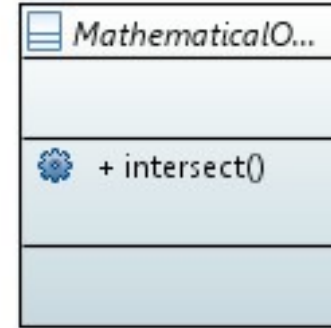
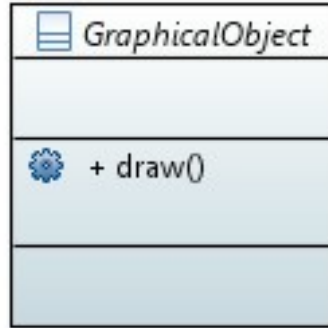
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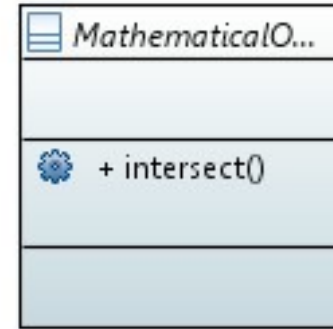
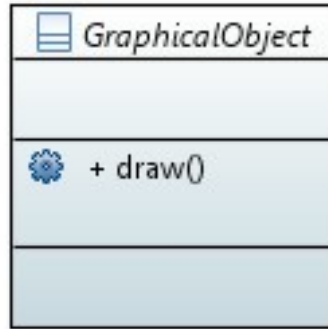
# Subtyping Examples 1 / 3



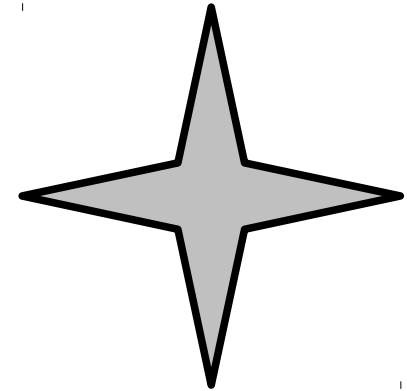
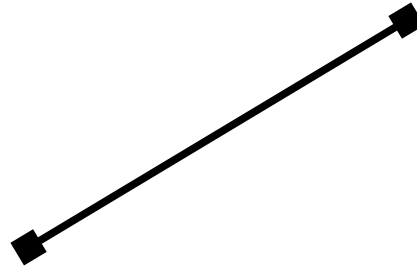
# Subtyping Examples 2 / 3



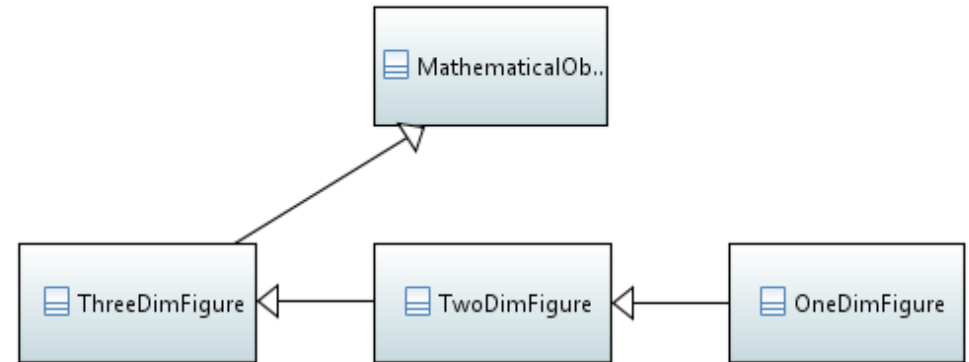
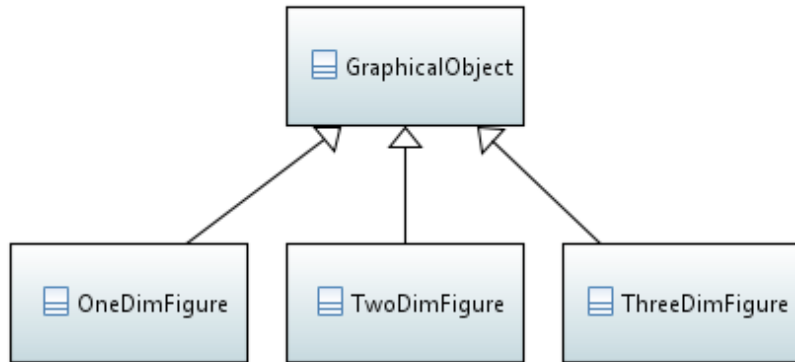
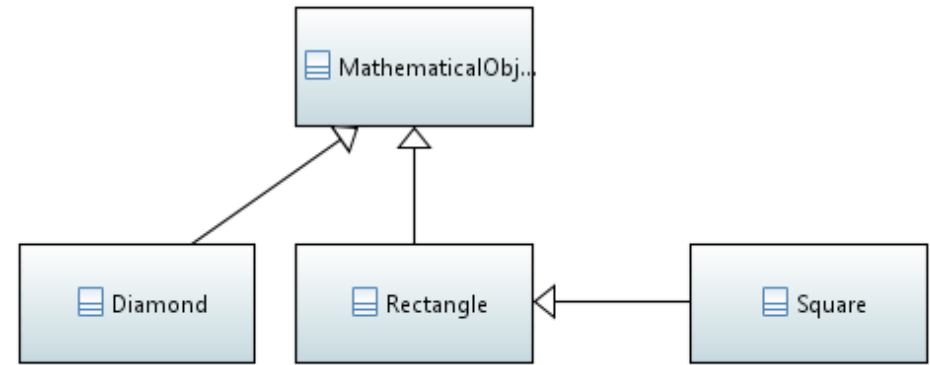
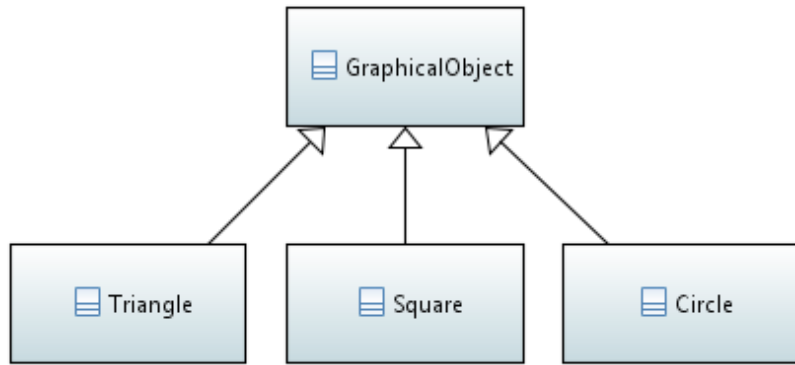
# Subtyping Examples 3 / 3



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# Subtyping Examples Discussion Continued



Let  $\phi(x)$  be a property provable about objects  $x$  of type  $T$ . Then  $\phi(y)$  should be provable for objects  $y$  of type  $S$ , where  $S$  is a subtype of  $T$ .

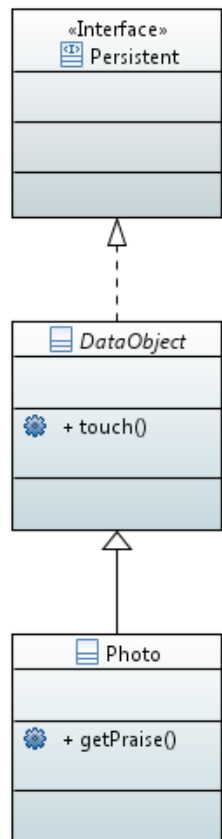
[1] A.k.a. Liskov Substitutability Principle (LSP)

All properties that hold for instances of a supertype should also hold for instances of a subtype.

**No surprises  
for a use-client!**

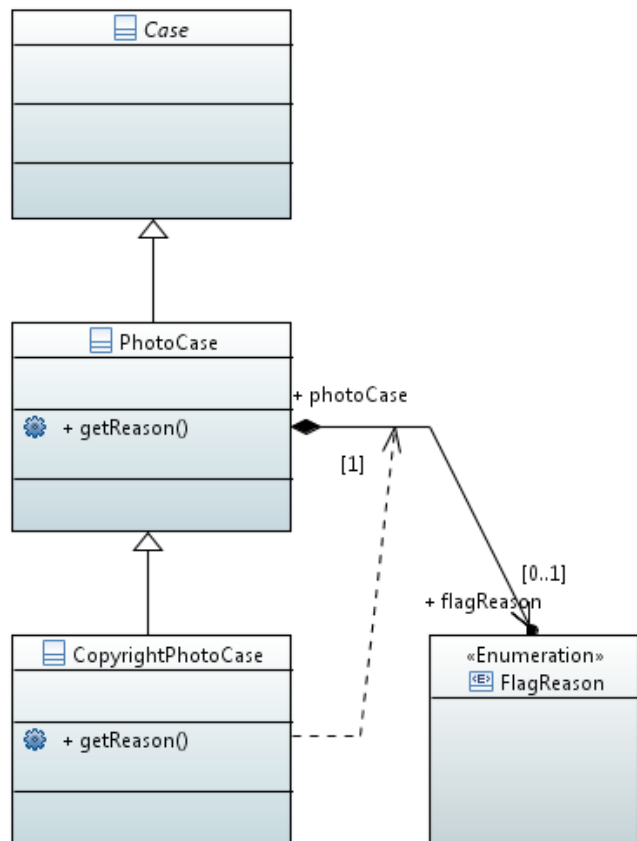


# Subclasses as Extended Subtypes



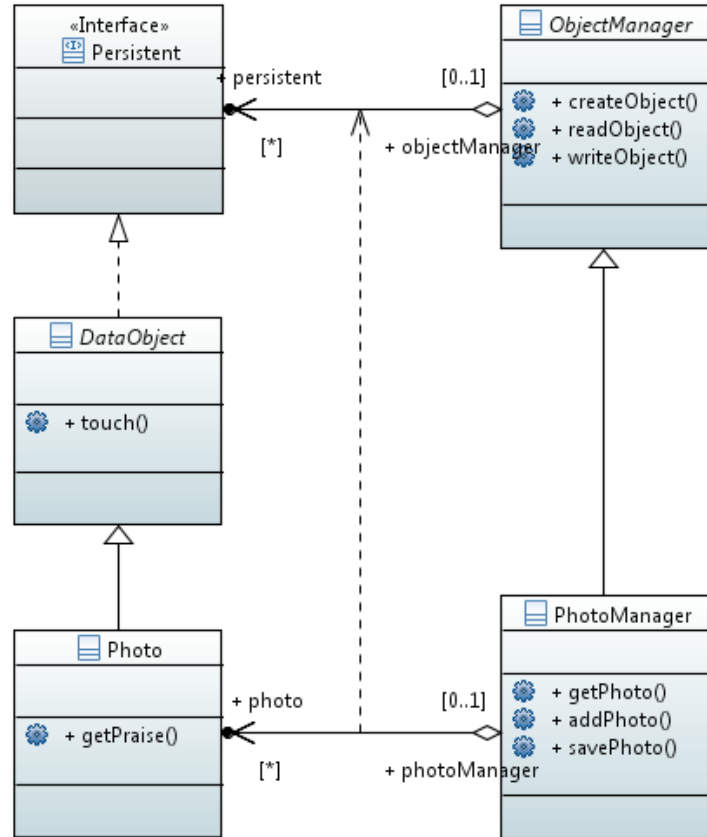
- Subclass
  - Adds methods and state
  - Does not constrain superclass
- Example
  - `public void DataObject#touch()`
  - `public float Photo#getPraise()`

# Subclasses as Constrained Subtypes



- Constrained subtypes
  - Superclass defines possibility space
  - Subclass constrains behavior or return results
- Example
  - `FlagReason PhotoCase#getReason()`
    - Returns any of enum `FlagReason`
  - `FlagReason CopyrightPhotoCase#getReason()`
    - Returns only `FlagReason.COPYRIGHT`

# Dual Class Hierarchies



- Constrained subtypes
  - ObjectManager
  - PhotoManager
- Extended subtypes
  - ObjectManager and DataObject
  - PhotoManager and Photo
- Association refinement

# Covariance and Contravariance

- **Covariant redefinition**

- A method has been **covariantly** redefined in its result or argument types if those result or argument types are of a subclass of the original result or argument types

- **Contravariant redefinition**

- A method of a has been **contravariantly** redefined in its result or argument types if those result or argument types are of a superclass of the original result or argument types

# Quiz: Co- and Contravariance

1. Which form of redefinition of result types violates the Liskov Substituability Principle, if any?
  - a. Contravariant redefinition
  - b. Covariant redefinition
  - c. None
  - d. Both
  
2. Which form of redefinition of method argument types violates the Liskov Substituability Principle, if any?
  - a. Contravariant redefinition
  - b. Covariant redefinition
  - c. None
  - d. Both

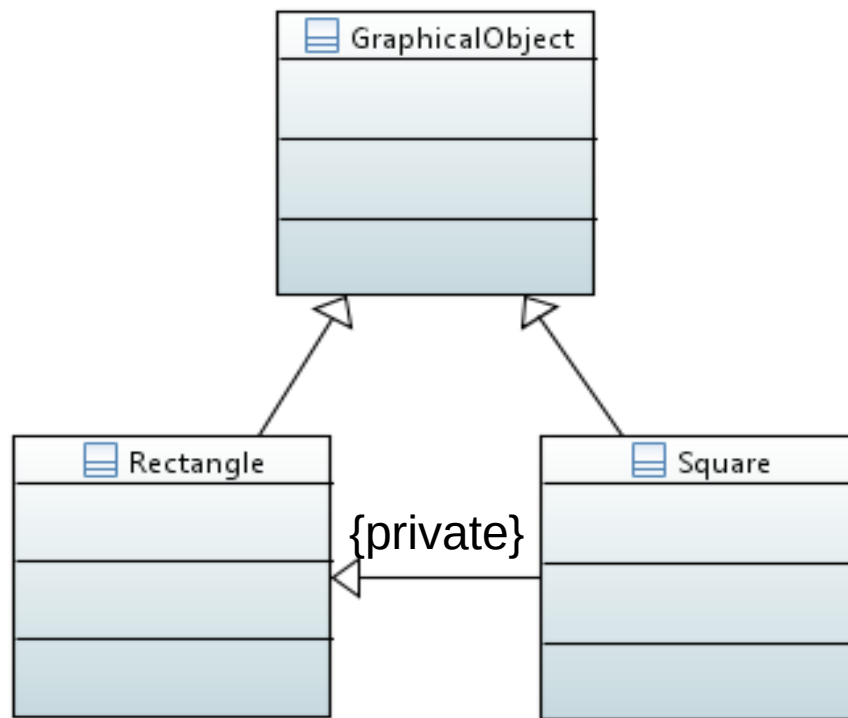
# Covariance of Method Result Types

- General Java examples
  - `Object Object#clone()`
  - `MyClass MyClass#clone()`
- Wahlzeit examples
  - `Persistent ObjectManager#createObject(...)`
  - `Photo PhotoManager#createObject(...)`
- Covariant redefinition of method result types satisfies the LSP
  - Case of the constrained subtypes

# Contravariance of Method Argument Types

- **Not a language feature in Java (but in other languages)**
  - Hence no examples at hand
- Contravariant redefinition of method arguments satisfies the LSP
  - Case of the extended subtypes

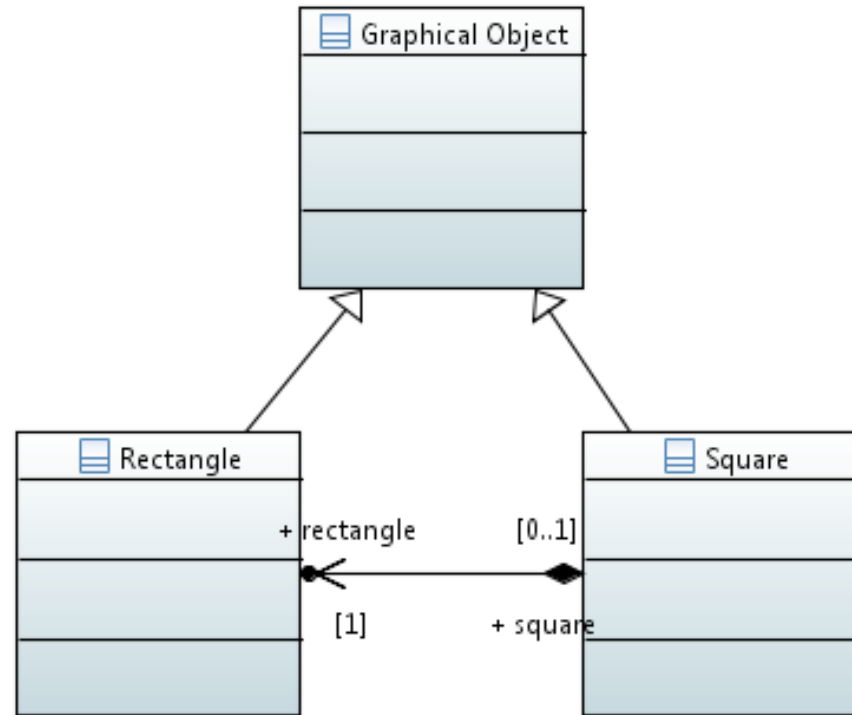
# Multiple Inheritance



**Not possible in Java (not a language feature)**



# Implementation Delegation



**Well possible in Java (and other languages)**

# Interface vs. Implementation Inheritance

- **Interface inheritance**

- Follows the LSP
- Can be realized in Java
  - Using Java interfaces
  - Using regular classes

- **Implementation inheritance**

- Breaks the LSP
- Can be realized in Java
  - But is generally a bad idea
  - Rather use delegation

# Inheritance and Abstractness

- Inheritance
  - Relationship between two classes, a superclass and a subclass
- Abstract(ness)
  - Relationship between a class and its instances (none if abstract)

# How to Make a Class Abstract (in Java)

- By declaration
  - of the class, e.g. “abstract class Counter { ... }”
  - of at least one method, e.g. “public abstract void count(...)”
- By hiding constructors
  - by declaring them protected or private
  - by making sure no implicit public empty constructor exists
- By inheritance
  - by inheriting from an abstract class and
  - not completing it
- **The best way is to explicitly declare one's intention**

**All superclasses must be abstract  
(in design).**

**A superclass should be abstract in implementation.**

# Corollaries to Abstract Superclass Rule

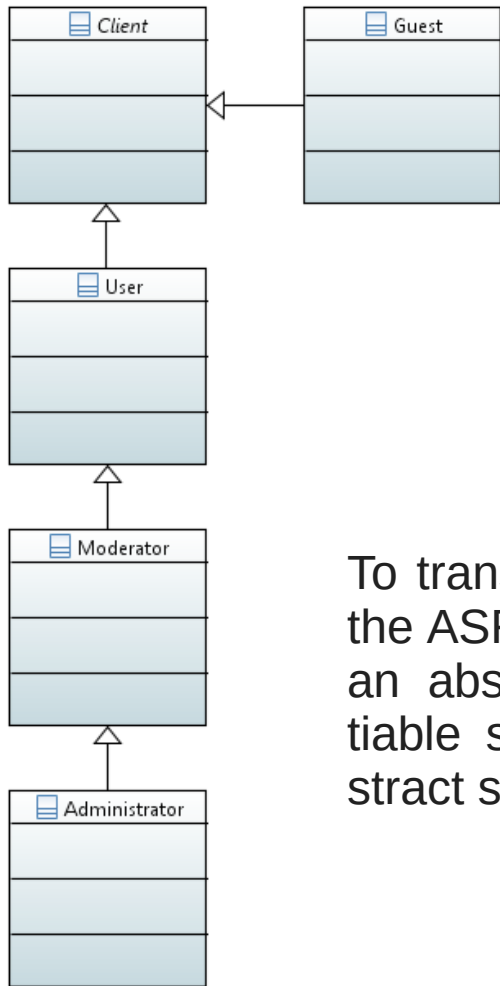
- Hard corollaries (rules)
  - No abstract class should subclass a concrete class
  - All subclasses should first be abstract, then concrete
- Soft corollaries (guidelines)
  - The root of a class hierarchy should be an abstract class
  - Leaf classes in an application should be concrete
- In a framework, leaf classes may be abstract
  - Because they are expecting subclasses in applications

# But Why? LSP applied to ASR

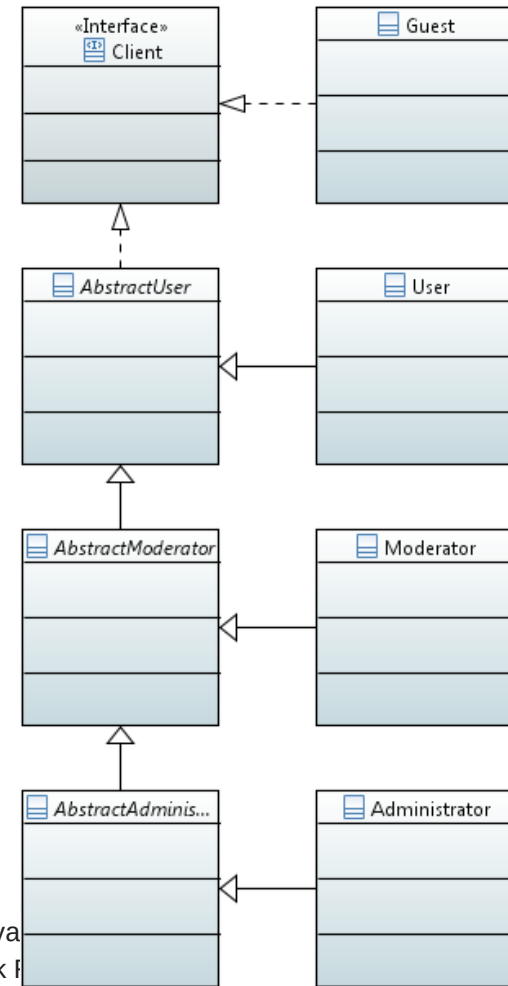
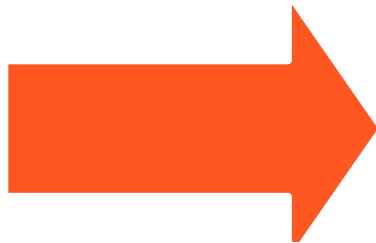
- The ASR helps comply with the LSP
  - The ASR automatically casts subclasses as constrained subtypes
    - Applying the ASR, developers have to think about subclasses
    - Subclasses fill in the holes defined by the abstract superclass
    - Thus, concrete subclasses constrain the abstract superclass
    - With this, the abstract superclass becomes better (re)usable



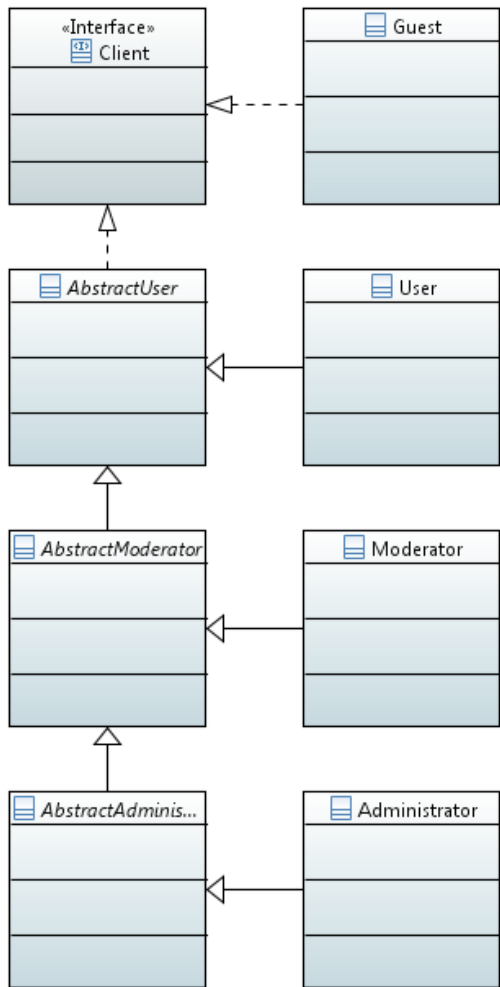
# Transforming a Class Hierarchy



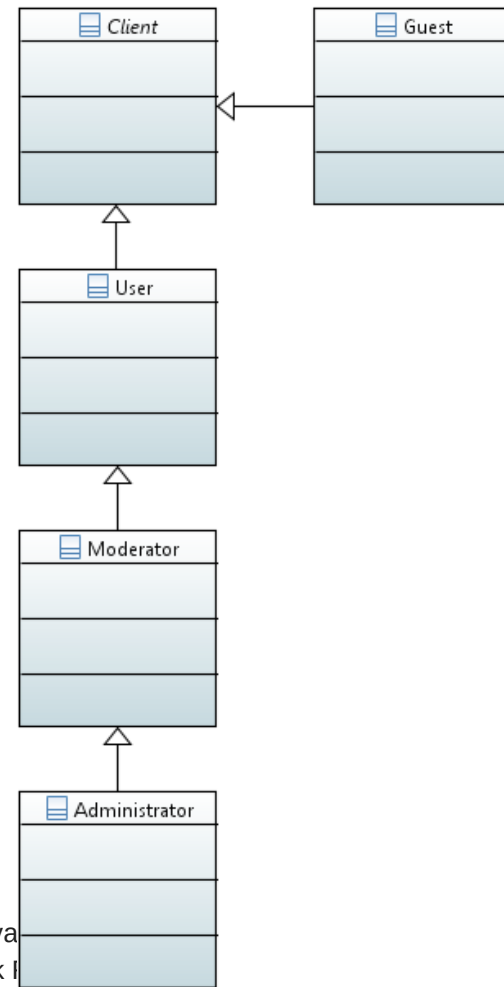
To transform a class hierarchy to conform to the ASR, split the instantiable superclass into an abstract class and introduce an instantiable subclass that completes the new abstract superclass.



# Simplifying a Class Hierarchy



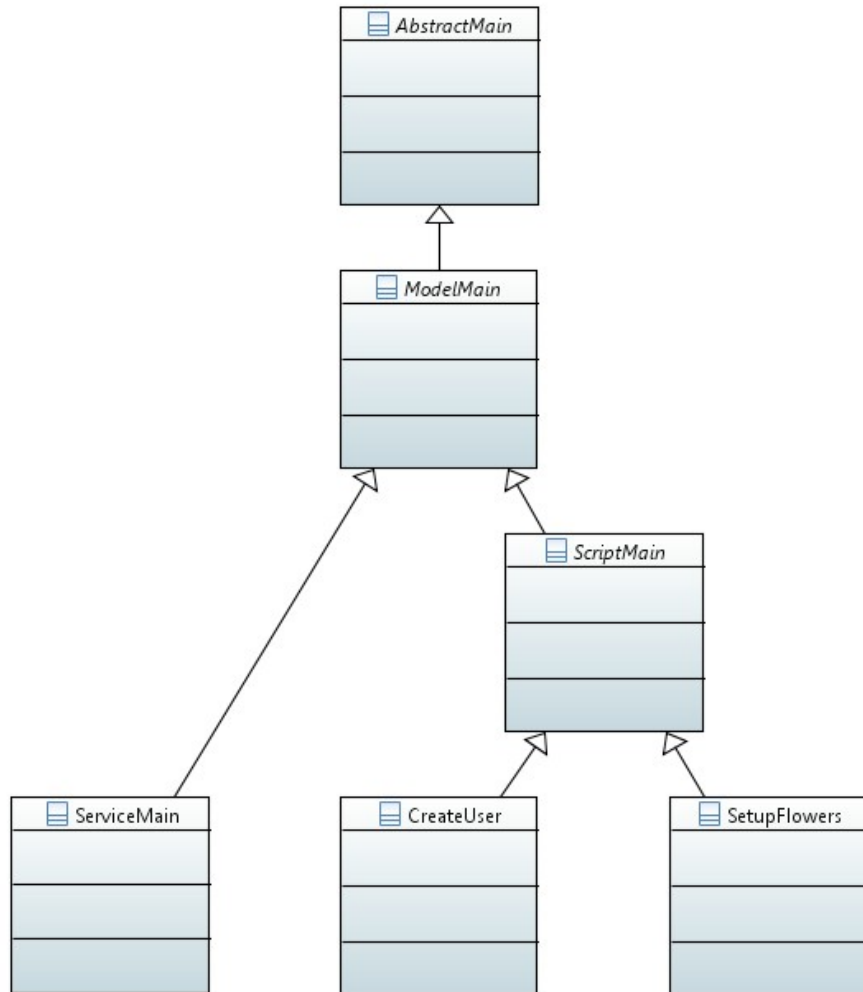
To simplify a class hierarchy, merge a default implementation with its abstract super-class.



# What to Use When?

- Transform to conform in preparation for
  - increasingly complex default implementation class
  - other implementation classes as alternatives
- Simplify (and not conform) to
  - reduce number of overall classes
  - assuming implementation class is basically empty

# Cascading Inheritance Interfaces



- **ServiceMain#startUp()** →
  - **ModelMain#startUp()** →
    - **AbstractMain#startUp()**
- **ServiceMain#shutDown()** →
  - **ModelMain#shutDown()** →
    - **AbstractMain#shutDown()**
- **CreateUser#execute()** →
- **ScriptMain#execute()**

# Cascading Superclass Calls

```
public void ServiceMain#startUp(boolean ip, String rd) ... {  
    super.startUp(ip, rd);  
    log.info("ModelMain#startUp() completed");  
  
    log.config(LogBuilder.createSystemMessage());  
    initWebPartTemplateService();  
    ...  
}
```

```
protected void ModelMain#startUp(boolean ip, String rd) ... {  
    super.startUp(ip);  
    log.info("AbstractMain#startUp() completed");  
  
    log.config(LogBuilder.createSystemMessage());  
    initImageStore();  
    ...  
}
```

```
protected void AbstractMain#startUp(boolean ip) throws Exception {  
    isInProduction = ip;  
}
```

# Traditional Run vs. ServletContext

```
public static main(String[] argv) { new FlowersMain.run() }

void FlowersMain#run() {
    ...
    startUp();
    execute();
    shutDown();
    ...
}
```

```
public void contextInitialized(ServletContextEvent sce) {
    ...
    serviceMain.startUp(true, rootDir);
    ...
}
public void contextDestroyed(ServletContextEvent sce) {
    ...
    serviceMain.shutDown();
    ...
}
```

# Review / Summary of Session

- Typing and subtyping
  - Liskov Substitutability Principle (LSP)
- Class hierarchies
  - Abstract Superclass Rule (ASR)
  - Interface vs. implementation inheritance
  - Types of class hierarchies

# Thank you! Questions?

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