

A photograph of a large, two-story, light-colored building with a red-tiled roof, surrounded by green grass and trees. The building has many windows and a central entrance. The text is overlaid on the top half of the image.

**MAHARISHI UNIVERSITY of MANAGEMENT**

*Engaging the Managing Intelligence of Nature*

**Computer Science Department**

**CS401 Modern Programming  
Practices (MPP)  
Professor Renuka Mohanraj**

# Lecture 3:

# Inheritance and Composition

*Reflecting the Whole in the Part*



# Wholeness of the Lesson

Inheritance and Composition are types of relationships between classes that support reuse of code. Inheritance makes polymorphism possible, but can lock classes into a structure that may not be flexible enough in the face of change. Composition is more flexible but does not support polymorphism. Composition and inheritance are techniques based on the principle of preserving sameness in diversity, silence in dynamism

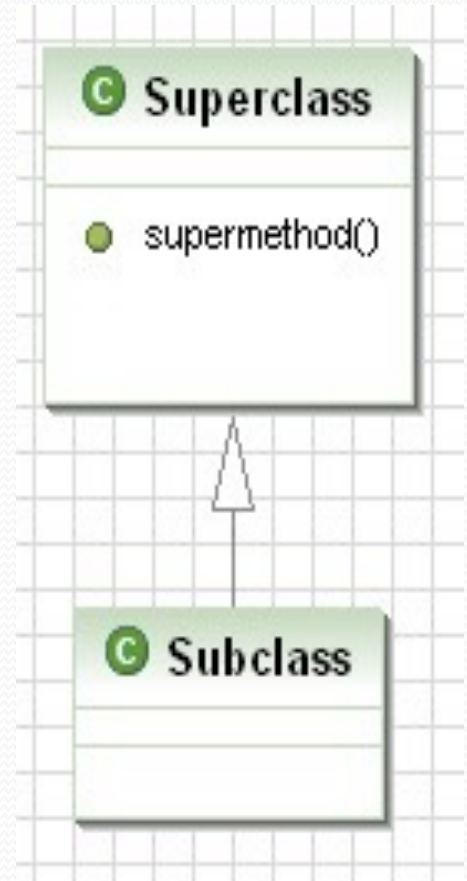
# Outline of Topics

- Review of inheritance concepts and implementation in Java
- Wrong uses of inheritance
- Benefits of inheritance
- Problems with inheritance
  - Fragility
    - Rectangle-Square Problem
  - Violates encapsulation: Ripple effect
    - Enhancing HashSet
- Best Practice (J. Bloch): Design for inheritance or else prevent it
- Using Composition
  - Instead of inheritance – Example: a Stack class
  - In combination with inheritance – Example: Inheriting from a Role



# Review of Inheritance

```
class Superclass {  
    protected void supermethod() {  
        int x = 0;  
    }  
}  
class Subclass extends Superclass {  
}  
class Main {  
    public static void main(String[] args) {  
        Superclass sub = new Subclass();  
        //subclass has access to data and  
        // non-private methods of  
        superclass  
        sub.supermethod();  
    }  
}
```



# Example

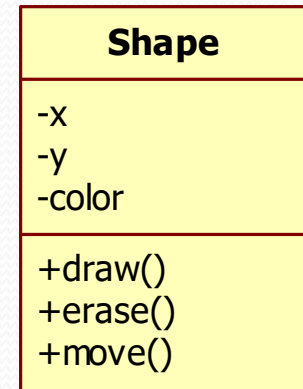
- Relationship between a general and a specific class
  - IS-A relationship
  - no multiplicity

```
public class Shape {  
    ...  
}
```

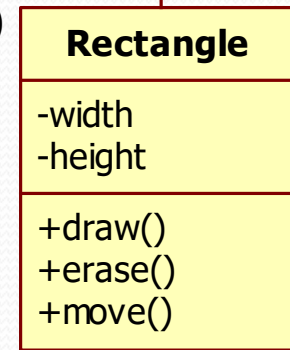
```
public class Rectangle extends Shape {  
    ...  
}
```

Rectangle inherits all attributes and methods from Shape that are not private

(more general, abstract)  
superclass



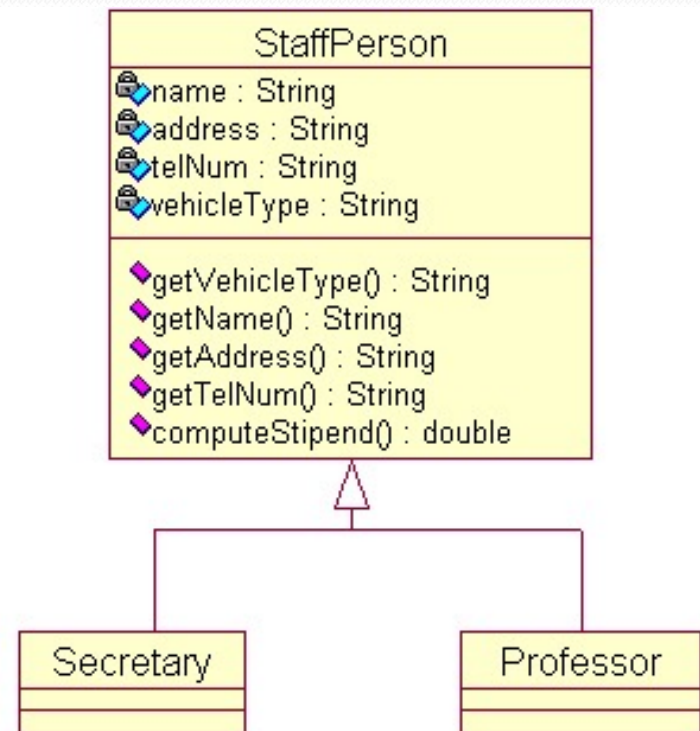
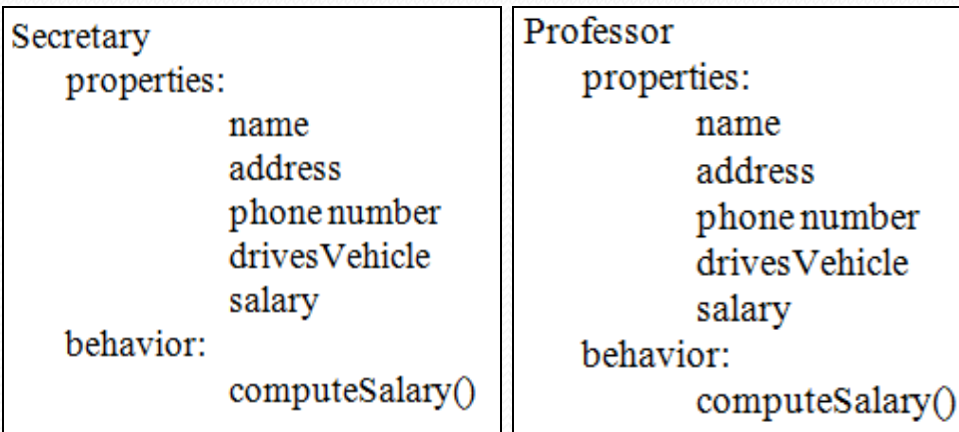
(more specific, concrete)  
subclass





# Inheritance Arises . . .

As a way to *generalize* data and behavior of related classes



See demos in `lesson3.lecture.polymorphism1`, `lesson3.lecture.polymorphism2`

# And . . .

```
class Employee {
    //constructor
    Employee(String aName,
               double aSalary) {
        name = aName;
        salary = aSalary;
    }
    public String getName() {
        return name;
    }
    public double getSalary() {
        return salary;
    }
    public void raiseSalary(double byPercent) {
        double raise = salary * byPercent / 100;
        salary += raise;
    }

    private String name;
    private double salary;
}
```

As a way to *extend*  
the behavior of a  
particular class

```
class Manager extends Employee {
    public Manager(String name, double salary) {
        super(name,salary);
        bonus = 0;
    }
    @Override
    public double getSalary() {
        //no direct access to private
        //variables of superclass
        double baseSalary = super.getSalary();
        return baseSalary + bonus;
    }
    public void setBonus(double b) {
        bonus = b;
    }
    private double bonus;
}
```



# Overriding a method

- A subclass can change inherited behavior of the super class by overriding methods
- To override an inherited method, the method in the subclass must have the same signature and return type as the method in the superclass.
- Best practice is to also add the `@Override` annotation

```
@Override
public String toString() {
    return "Employee [salary=" + salary + ", getFirstname()"
    + getFirstname() + ", getLastname()" + getLastname()
    + "]\n";
}
```

## Order of Execution in a Class

When a class is used for the first time, it needs to be loaded.

1. **Static Initialization** : After a class is loaded to the memory, its static data fields and static initialization block are executed in the order they appear in the class. (Static fields are initialized only once; static blocks executed only once.)
2. **Instance initialization block** : It is initialized immediately after all static initialization has occurred (and before any instance variables are initialized).  
There are mainly three rules for the instance initializer block. They are as follows:
  1. The instance initializer block is created when instance of the class is created.
  2. The instance initializer block is invoked after the parent class constructor is invoked (i.e. after `super()` constructor call).
  3. The instance initializer block comes in the order in which they appear.
3. All instance variables are initialized with their default values.
4. If the first line of the constructor calls another constructor, the body of the another constructor is executed, then the body of the constructor is executed.

DEMO: `package lesson3.lecture.orderofexec`

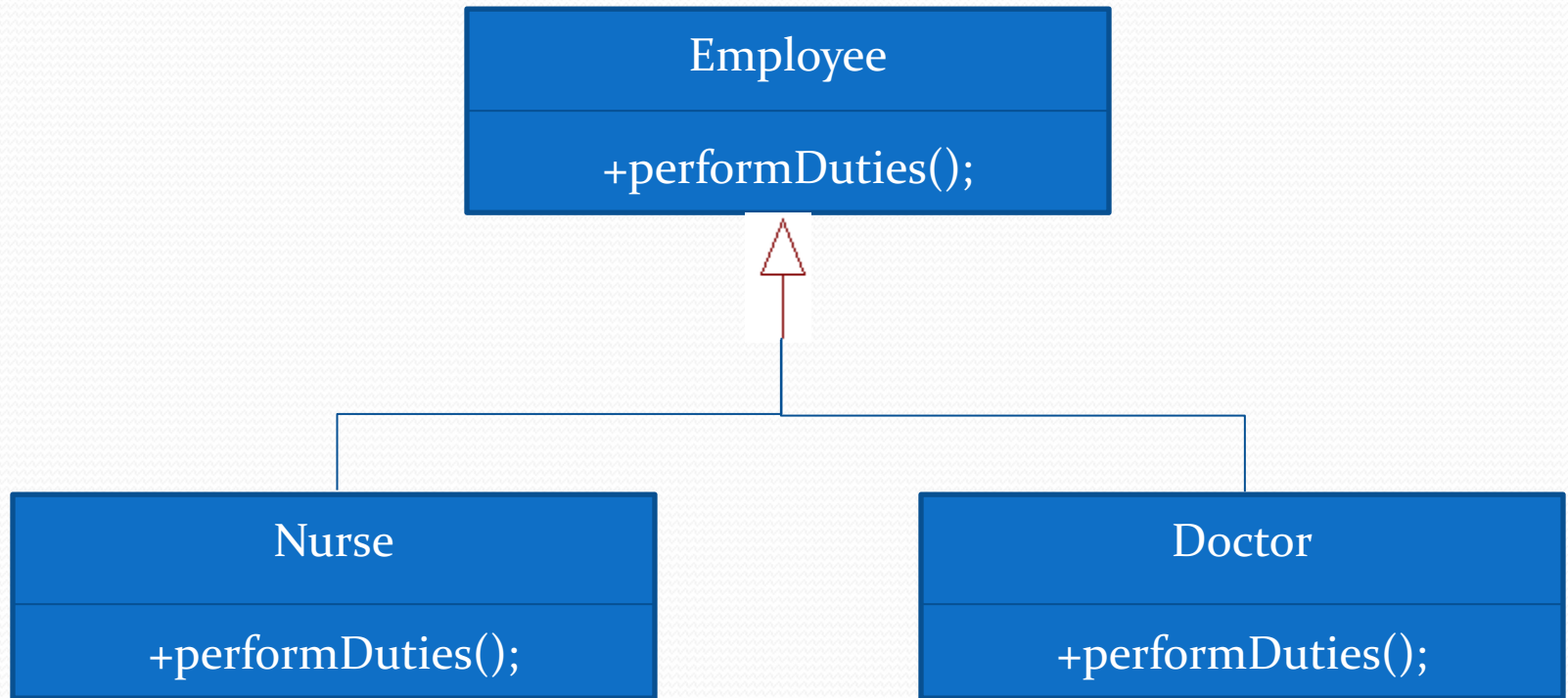


# Best Practices for Using Inheritance

- *IS-A Principle* Class C may extend class D if C IS-A D.  
Example: Manager IS-A Employee  
Example: Secretary IS-A StaffPerson
- *Liskov Substitution Principle (LSP)*: C may extend D if an object of type C may be used during execution where an object of type D is expected, without breaking the code.

**Example** We may use a Manager instance wherever an Employee instance is expected, so having Manager as a subclass of Employee adheres to LSP.

# LSP Example



From Client.java

```
public static void callUpon(Employee employee ){
    employee.performDuties();
}
```

// Can substitute Nurse and Doctor object is for the type of Employee.



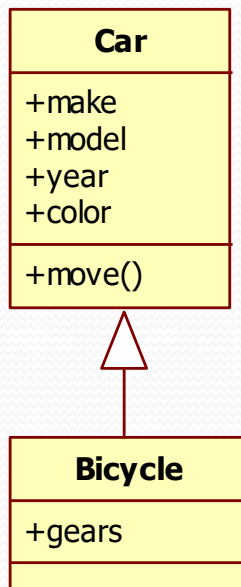
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# Wrong Use of Inheritance:

## Convenient Code Re-use

- We've written the code for move() in our car class, and we want to re-use this code for our bicycle class.
- Why is this a bad design decision?



Changes to the Car class would be inherited by Bicycle and such changes may not make sense.

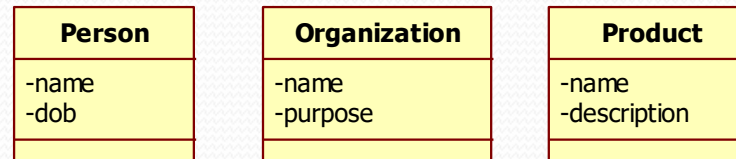
For instance: Car class may be updated with AC, Heater and Wiper turn on turn off features.

Then Bicycle will have to implement it – but it would be meaningless to do so.

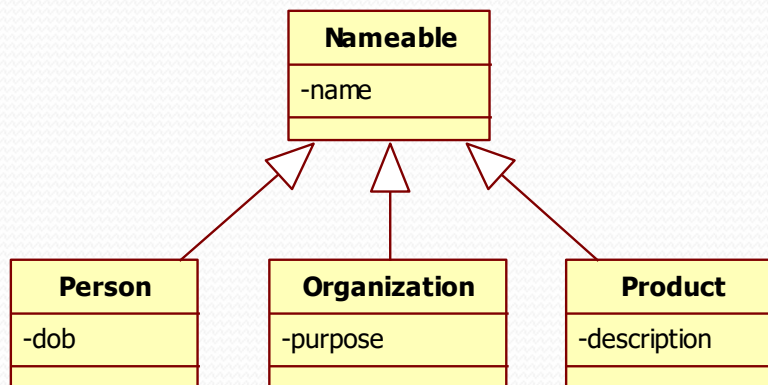


# Inheritance Just for Code Reuse

- The following classes all have a name property

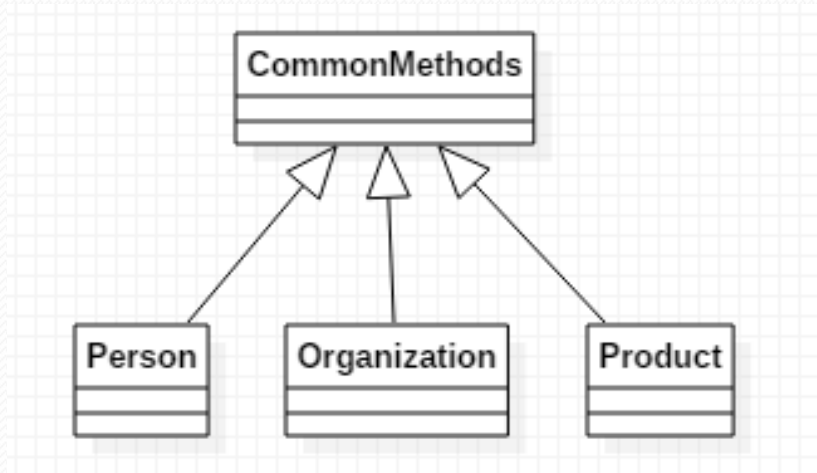


- Why is this use of inheritance a poor design decision?



- **Rigidly binds these classes together**
- **Name may evolve in different ways**
- **Scenario: What if Person is updated to have firstName and lastName?**

- What about using inheritance like this?



**Problems:**

- Violates IS-A and LSP
- Wastes inheritance opportunity
- CommonMethods will evolve into a mess – eventually it will contain methods that may be useful only for one or two of its subclasses.
- Use utility class instead



# Exercise 3.1

For which of the pairs A, B of classes shown below is it correct to say that A inherits from B?

- Cat, Animal
- DigitalWatch, Timepiece
- HumanBeing, Being
- CompanyPresident, Employee
- Customer, Account
- Book, Library
- Stack, List
- Circle, Ellipse



# Exercise 3.1 - Solution

For which of the pairs A, B of classes shown below is it correct to say that A inherits from B?

- Cat, Animal - **Good (Cat IS-A Animal)**
- DigitalWatch, Timepiece - **Good (DigitalWatch IS-A Timepiece)**
- HumanBeing, Being - **Not Bad (but maybe not useful)**
- CompanyPresident, Employee - **Good (usually the case)**
- Customer, Account - **Bad (Customer is not an Account)**
- Book, Library - **Bad (Book is not a Library though it may belong to one)**
- Stack, List - **?? See upcoming slides**
- Circle, Ellipse **?? See upcoming slides**



# Subtle Mistake Using Inheritance

What's wrong with the following implementation of a stack?

```
class Stack<T> extends ArrayList<T> {  
    private int stackPointer = 0;  
  
    public void push(T article) {  
        int insertPosition = stackPointer++;  
        add(insertPosition, article);  
    }  
  
    public T pop() {  
        return remove(--stackPointer);  
    }  
}
```

See Demo:  
lesson3.lecture.  
stacklinkedlist

# Problems of Stack extends ArrayList

## Inheritance relationship

- Note: the Java 1.1 library implementation of Stack made the same mistake – jdk 1.2 fixed it, but IS-A principle still violated.
- Problem shows up when you try to apply LSP.
- Lack of encapsulation
  - you inherit all its methods, including those that are not appropriate for a stack (e.g., methods for adding and removing elements from arbitrary positions). This can lead to unintended behavior and misuse of the stack.

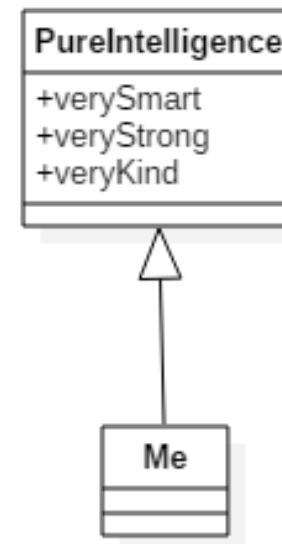


# Main Point 1

Inheritance is used to model IS-A relationships and must obey the Liskov Substitution Principle.

Although Inheritance offers reuse (the subclass inherits all public and protected methods and attributes), reuse should never be the *sole reason* for creating an inheritance relationship.

The field of pure intelligence is inherited by everyone, and can easily be accessed through the practice of the TM technique.



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# Benefits of Inheritance

- It reduces code redundancy
- Subclasses are much more succinct (smaller class file) than they would be without inheritance. (E.g. Faculty, Secretary classes.)
- Can reuse and extend code that has already been thoroughly tested – without modifying it. (E.g. Manager class)
- You can derive a new class from an existing class even if we don't own the source code(can't modify the source code)
  - add your own custom functionality to it without modifying the original code by inheriting.

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# Fragility of Inheritance

Subclasses of a superclass – even when the IS-A criterion is met – may use the superclass in unexpected ways leading to broken code.

- Example: the Rectangle-Square Problem

See `lesson3.lecture.inheritance2`

- The Rectangle-Square Problem arises because of the presence of setters.
  - Code shows that Square should not inherit from Rectangle because of LSP
  - If setters are not allowed (which would mean that Square and Rectangle are considered immutable), there is no problem about inheritance.
- Viewing a Circle as a subclass of Ellipse leads to the same set of issues.

# Inheritance Violates Encapsulation: The Ripple Effect

If A is a subclass of B, even if A is not modified in any way, a change in B can break A. (This is called the *Ripple Effect*.)

- Example 1: Suppose A overrides all methods in B by first validating input arguments in each method (for security reasons). If a new method is added to B and A is not updated, the new method introduces a security hole. (`lesson3.lecture.inheritance4`)





## Example 2: Extending HashSet – see `lesson3.lecture.inheritance3`.

- *Problem:* In implementation of `HashSet`, `addAll` calls the `add` method, so we are incrementing `addCount` too many times in calls to `addAll`.
- *Fix:* Don't increment `addCount` in `addAll` operations
- *The real problem:* Now `ExtendedHashSet` depends on an undocumented implementation detail of `HashSet`. If creators of `HashSet` change the implementation of `addAll`, `ExtendedHashSet` could break.

This is an example of the Ripple Effect; the internal implementation of `addCount` in `ExtendedHashSet` can be undermined by a change in implementation in the super class – this is a violation of encapsulation.

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# Designing for Inheritance

- To support inheritance, a class must document which overridable methods it uses in its own internal operations.

**Example:** the remove method in `AbstractCollection`

- More subtle points may also need to be considered:  
See Bloch, *Effective Java*, pp. 88 - 89

# Forbidding Inheritance

Two ways:

- Make the class final, OR
- Make all constructors private and provide static factory methods to create instances.



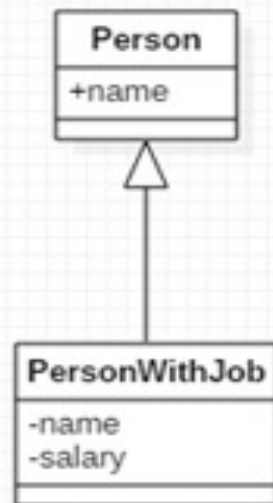
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# Using “Composition” Instead of Inheritance

- To avoid the pitfalls of inheritance, it is always possible to use composition instead of inheritance.
- To illustrate the technique, imagine two classes, Person and PersonWithJob. Instead of asking PersonWithJob to inherit from Person, you can *compose* Person in PersonWithJob and forward requests for Person functionality to the composed class. We still get the benefit of reusing Person.

CHANGE



TO





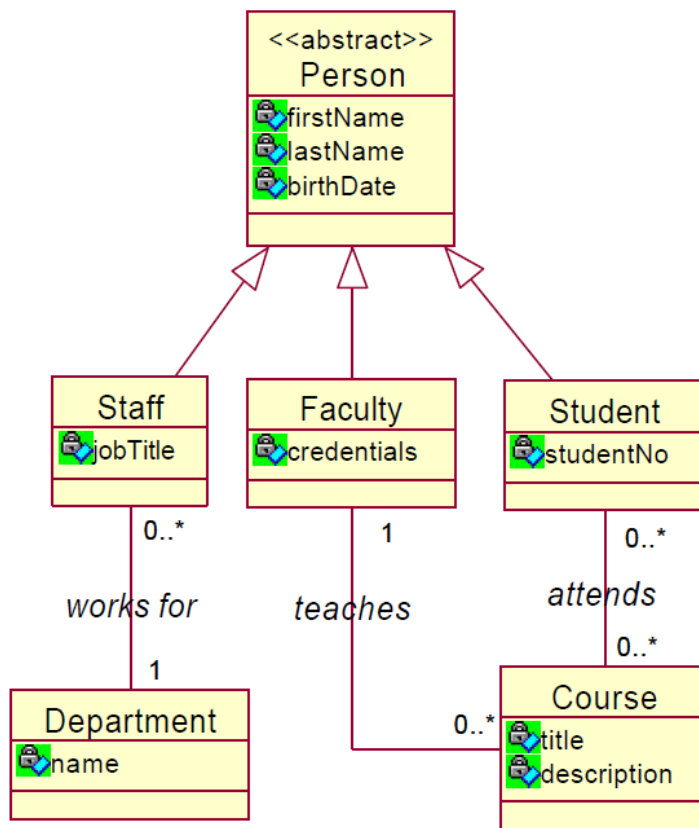
# Example: Better Implementation of Stack

See `lesson3.lecture.composition2` for an implementation using Composition.

# Example

## Composition over Inheritance

What are some limitations of this design?



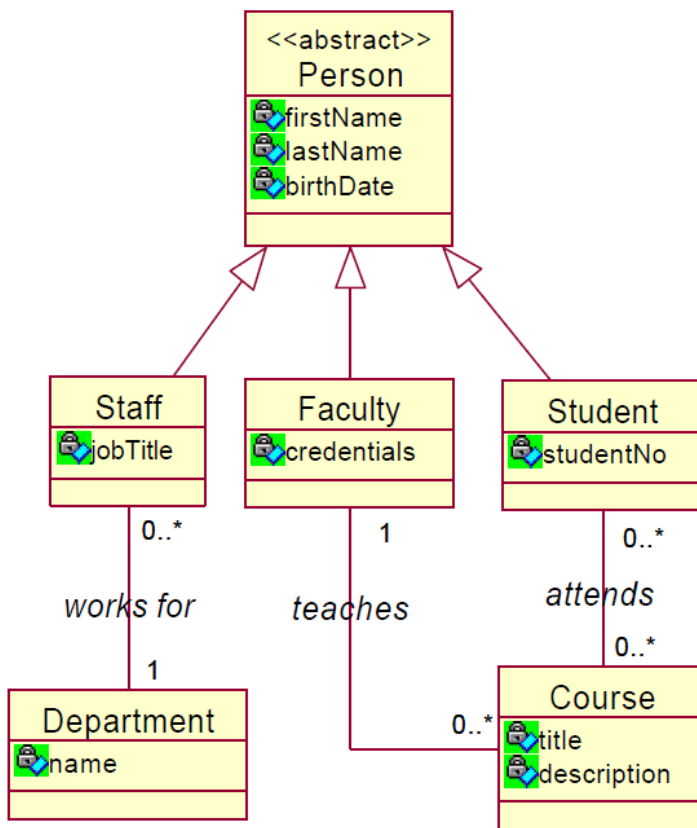


# Example

## Composition over Inheritance

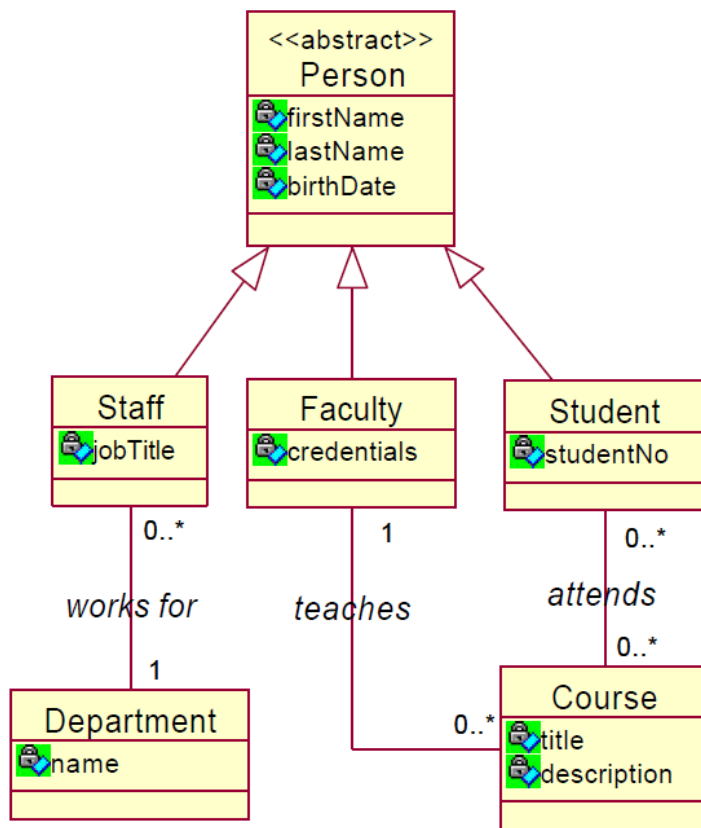
- Problems:

- Inheritance is a static relationship and it must be decided at object construction time which type of person someone is
- Once constructed, a person cannot change from being a Student to being Staff or Faculty
  - In the **real world** people change all the time
- Also a person cannot assume multiple roles of being a Staff member and a Student at the same time
  - Again, not how **it really works**



# Exercise 3.2

## Composition over Inheritance



- Think of a way to redesign this class hierarchy using composition. You do not need to eliminate inheritance, but can you use composition to solve the problems mentioned in the previous slide?

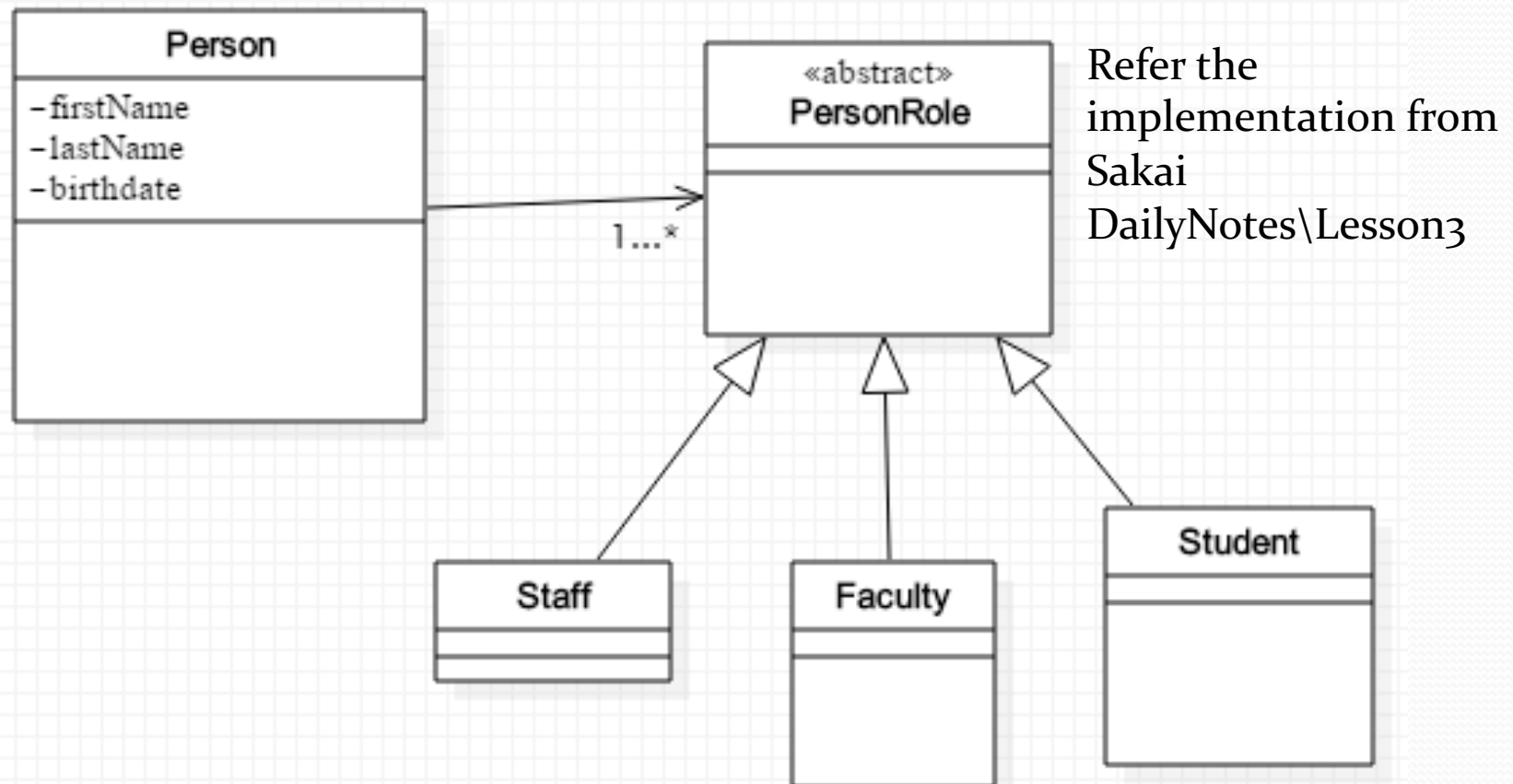
Once constructed, a person cannot change from being a Student to being Staff or Faculty

Also a person cannot assume multiple roles of being a Staff member and a Student at the same time



# Solution

- Introduce a PersonRole class. This allows a Person to assume one or more PersonRoles



# Main Point 2

Inheritance should be used only when you have a clear IS-A relationship and even then, a careful plan for using inheritance should be thought through. Otherwise, it is better to forbid inheritance and use composition.

Even in clear IS-A relationships, inheritance may not be the best choice because of its inflexibility.

Software relationships that reflect the real world are more natural and easier to understand. Likewise, life in accord with natural law tends to go forward without obstacles; life in violation of natural law tends to be “bumpy”.



# Summary

Today we considered some of the advantages and disadvantages of using inheritance. We must be cautious when using inheritance because it is a permanent relation for the lifetime of an object. This fact can conflict with our goal to build software that supports change and extensibility.

In general, composition has better support for change so we favor using composition except in cases where we have a clear 'is-a' relationship and anticipate the need for polymorphism.

# Connecting the Parts of Knowledge With the Wholeness of Knowledge

1. When requirements change, you should implement these changes by adding new code, not by changing old code that already works.
  2. Inheritance and Composition are Object-Oriented principles that support reuse of implementation.
- 
3. **Transcendental Consciousness** is the infinitely adaptable field of pure intelligence that can be 'reused' by every individual in all places, at all times.
  4. **Wholeness moving within itself**: In Unity Consciousness, the individual is united with everything else, and inherits the total potential of nature for fulfillment of all desires spontaneously.

