


# Advanced Programming Techniques in Java



# Inheritance

## Lecture 12

### Class Objectives

- 
- Inheritance & Constructors  
(Section 9.2)

- Overloading Vs Overriding
- `super`
- `protected`



## Review: Inheritance

- Inheritance is an important concept of OOP and It allows a software developer to derive a new class
- One class acquires the properties of another class
- Like a child inherits the traits of the parents



## Review: Is-a relationships

- **Is-a relationship** is a hierarchical connection where one class is a specialized version of another
- Every marketer **is-an** employee
- Every legal secretary **is-a** secretary
- **Inheritance hierarchy** is a set of classes connected by is-a relationships that share common code



## Review: Inheritance

- **Syntax**

```
public class <subclass name> extends <superclass name>
```

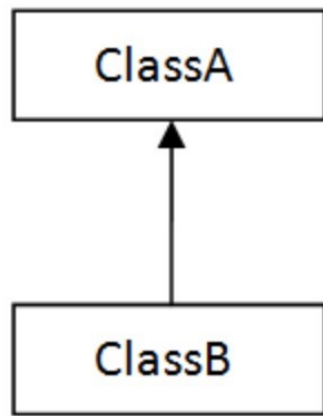
- **Example**

```
public class Secretary extends Employee  
{ ... }
```

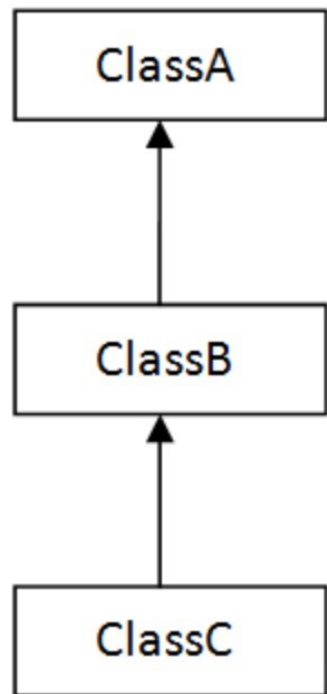
- By extending `Employee`, **each** `Secretary` object
- Receives a `getHours`, `getSalary`, `getVacation` method **automatically**
- Can be treated as an `Employee` by client code



# Types of inheritance in Java



1) Single

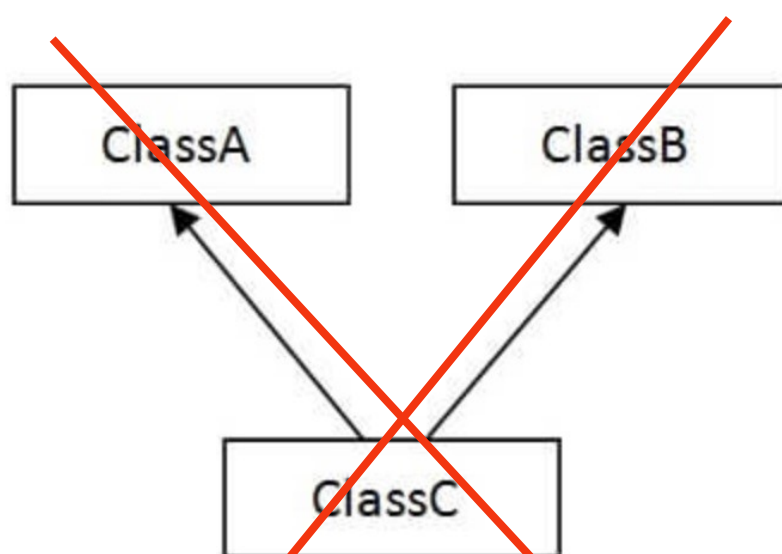


2) Multilevel





# Types of inheritance in Java



4) Multiple



Employee class (so far)



```
// A class to represent employees

public class Employee { public int
    return 40;           // works
}

    public double getSalary() { re
        40000.0;         // $40,000.0
    }

    public int getVacationDays() {
        // 2 weeks' paid vacation
    }


    public String getVacationForm(
        "yellow";        // use the yello
    }
```



## Changes to common behavior

- Imagine a company-wide change affecting all employees
- Everyone is given a \$10,000 raise due to inflation
- The base employee salary is now \$50,000
- Legal secretary now makes \$55,000 ■ Marketer now makes \$60,000
- We must modify our code to reflect this policy change

## Modifying the superclass



```
// A class to represent employees public class
Employee { public int getHours() { return 40;
// works 40 hours/week
    }

    public double getSalary() { return 50000.0;
// $50,000.00/year } ...
}
```

- Are we finished?



## Modifying the superclass

```
// A class to represent employees public class
Employee { public int getHours() { return 40;
// works 40 hours/week
    }

    public double getSalary() { return 50000.0;
// $50,000.00/year } ...
}
```

- Are we finished?
- The Employee subclasses are still incorrect
- They have overridden `getSalary` to return other value



Marketer/Legal    Secretar

```
// A class to represent marketers
public class Marketer extends Employee
{ public void advertise() {
    System.out.println("Act now whi
    }
    // overrides getSalary from Employ
    class public double getSalary() { r
    50000.0;
    }
}
```





```
// A class to represent legal secretari
public class LegalSecretary extends Sec
{ public void fileLegalBriefs() {
    System.out.println("I could fil
    }
    // overrides getSalary from Employe
    class public double getSalary() { r
    45000.0;
    }
}
```



## An unsatisfactory solution

```
public class LegalSecretary extends Secretar
    public double getSalary() { return 55000
    }
    ...
}

public class Marketer extends Employee {
    public double getSalary() { return
        60000.0; }
    ...
}
```

- The subclasses' salaries are based on the Emplo code does not reflect this



## Calling overridden methods

- Subclasses can call overridden methods with the `super` keyword
- **Syntax** `super.method(parameters)`

```
public class LegalSecretary extends Secretary {  
    { public double getSalary() { double  
    baseSalary = super.getSalary(); return  
    baseSalary + 5000.0; } ... }  
}
```



## More on Overriding

- A parent method can be invoked explicitly using the `super` keyword
- **If a method is declared with the `final` modifier, it cannot be overridden.**
- The concept of overriding can be applied to data as well as methods.



## Overloading vs. Overriding

- What is the difference between method **overloading** and **overriding**?
- **Overloading**: one class contains multiple methods with the same name but different signatures
- **Overriding**: a subclass substitutes its own version of a method with the same name and the same parameters
- Overloading lets you define a similar operation in different classes
- Overriding lets you define a similar operation in different subclasses

## Improved subclasses



- Modify Marketer to use super

```
public class Marketer extends Employee {  
    public void advertise() {  
        System.out.println("Act now while  
    }  
  
    public double getSalary() { return  
        super.getSalary() + 10000.0; }  
}
```

## Inheritance and constructors

- Imagine that we want to give employees more vacation days per company



- For each year worked, we'll award 2 additional vacation days
- When an `Employee` object is constructed, we'll pass in the number of years worked with the company
- This will require us to modify our `Employee` class and add a constructor



Old Employee class





```
// A class to represent employees

public class Employee { public int
    return 40;           // works
}

    public double getSalary() { re
        40000.0;         // $40,000.0
    }

    public int getVacationDays() {
        // 2 weeks' paid vacation
    }

    public String getVacationForm(
        "yellow";        // use the yello
    }
```



New Employee class



```
public class Employee {  
  
    private int years;  
  
    public Employee(int initialYears)  
        years = initialYears;  
    }  
    public int getHours() {  
        return 40;  
    }  
    public double getSalary() {  
        return 50000.0;  
    }  
    public int getVacationDays() {  
        return 10 + 2 * years;  
    }  
    public String getVacationForm()  
        return "yellow";  
}
```



```
}  
}
```



## Problem with constructors

- Now that we've added the constructor to the `Employee` class, we can compile. The error:

```
Lawyer.java:2: cannot find symbol
symbol   : constructor Employee()
location: class Employee
public class Lawyer extends Employee {
        ^
```

- The short explanation: Once we write a constructor for the superclass, we must now write constructors for our subclasses.



## Problem with constructors

- Constructors are not inherited
- Subclasses don't inherit the `Employee(int)` constructor that contains:

```
public Lawyer() { super();    //  
    callsEmployee() constructor }
```

- But `Employee(int)` replaces the default `Employee()`
- The subclasses' default constructors are now trying to call the `Employee(int)` constructor



## Calling superclass constructor

- **Syntax** `super(parameters);`

```
public class Lawyer extends Employee  
    Lawyer(int years) { super(years); //  
    Employee constructor } ... }
```

- The `super` call must be the first statement in the constructor



## The `super` reference

- Constructors are not inherited, even though they have the same name
- Yet we often want to use the parent's constructor to initialize the child
- The `super` reference can be used to refer to the parent class, and thus call the parent's constructor
- A child's constructor is responsible for calling the parent's constructor
- The first line of a child's constructor should use the `super` reference to call the parent's constructor
- The `super` reference can also be used to reference the parent's class





## Modified Marketer class

```
// A class to represent marketers public
class Marketer extends Employee { public
Marketer(int years) { super(years);
    }

    public void advertise() {
        System.out.println("Act now while
    }

    public double getSalary() { return
        super.getSalary() + 10000.0;
    }
}
```

- Modify the Secretary subclass
- Secretaries' years of employment are not tracked. The worked



## Modified Secretary class

- Modify the `Secretary` subclass
- Secretaries' years of employment are not tracked. The `worked`

```
// A class to represent secretaries
public class Secretary extends Employee
{
    public Secretary() { super(0); }

    public void takeDictation(String text)
    {
        System.out.println("Taking dictation: " + text);
    }
}
```

- Since `Secretary` doesn't require any parameters, `LegalSecretary` compiles without a constructor.



- Its default constructor calls the `Secretary()` constructor

## Which constructors are called?

```
public Employee(int initialYears) {  
    years = initialYears;  
}
```



```
}  
  
public Lawyer(int years) {  
    super(years);  
}  
  
public Secretary() {  
    super(0);  
}  
  
public LegalSecretary() {  
    super(); // implicit call  
}
```

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N  
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# Constructors and Inheritance

```
Employee emp = new Employee();
```

- Creates an `Employee` object by calling its constructor
- When you instantiate an object of a subclass
- Constructor of the super class (executes first)
- The constructor of the subclass (executes second)

```
Secretary sec = new Secretary();
```

- This calls `Employee()` and then `Secretary()`



## Things to remember

- You cannot directly call the constructor of the superclass
- Java allows you to use only `super()`

```
public Employee(int initialYears) {  
    years = initialYears;  
}
```

## Things to remember (cont.)

- The `super()` statement must be the first statement that uses it. Not even data field definitions can precede it.



```
public Lawyer(int years) {  
    int x; super(years);  
}
```

It is not legal

```
public Lawyer(int years) { super(years); in  
}
```

It is legal

Em



```
public class Employee { private int
    years;    public Employee(int
    initialYears) { years =
    initialYears;
    } public int getHours()
    { return 40;
    } public double getSalary()
    { return 50000.0;
    } public int getVacationDays()
    { return 10 + 2 * years;
    } public String getVacationForm
    { return "yellow";
    }
}
```





Ma



```
public class Marketer extends EmpI
    public Marketer(int years) {
        super(years);
    }

    public void advertise() {
        System.out.println("Act no
    }

    public double getSalary() { re
        super.getSalary() + 10000.0;
    }
}
```



Se

```
public class Secretary extends Employee
{
    public Secretary() { super(0);
    }

    public void takeDictation(String t)
    {
        System.out.println("Taking dictation");
    }
}
```



## Inheritance and fields

- Try to give lawyers \$5000 for each year

```
public class Lawyer extends Emplo
    ... public double getSalary()
        super.getSalary() + 5000 * ye
    ...
}
```

- Does not work; the error is the following

```
Lawyer.java:7: years has private acc
return super.getSalary() + 5
```

- `private` fields cannot be directly acce
- One reason: So that subclass can't break en  
around this limitation?



# Inheritance & Information

- When class serves as superclass
- Subclasses inherit all data and methods
- Except `private` members of parent class  
class's methods
- `private` fields can be accessible through



Employee class with “getter”



```
public class Employee {
    private int years;

    public Employee(int initial
        years = initialYears;
    }

    public int getYears()
    { return years; }
    ...
}

public class Lawyer extends Emp
    public Lawyer(int years) {
        super(years);
    }

    public double getSalary() {
        super.getSalary() + 5000 *
        ...
    }
}
```



## One more level of information hiding

- Keyword `protected`
  - Provides intermediate level of security between `public` and `private` access
  - Allows a member of a superclass to be inherited by subclasses
  - Can be used within own class or in any subclass
  - Cannot be used by “outside” classes
- 
- When might you need it? (RARELY)
  - If you want your fields to be `private` but need a public accessor method
  - `public` methods can be used by EVERYONE





## So far ... Secretary class

```
// A class to represent secretaries  
public class Secretary extends Employee  
{  
    public Secretary() { super(0);  
    }  
  
    public void takeDictation(String text)  
    {  
        System.out.println("Taking dictation: " + text);  
    }  
}
```

## Revisiting Secretary

- The Secretary class currently has



- We set all Secretaries to 0 years because their service
- If we call `getYears` on a Secretary
- This isn't a good solution; what if we want employees based on years of service?
- Redesign our `Employee` class to all



## Employee class so far

```
public class Employee {  
    private int years;  
  
    public Employee(int initialYears)  
        years = initialYears;  
    }  
    public int getHours() {  
        return 40;  
    }  
    public double getSalary() {  
        return 50000.0;  
    }  
    public int getVacationDays() {  
        return 10 + 2 * years;  
    }  
    public String getVacationForm()  
        return "yellow";  
    }  
}
```



## Improved Employee class

- Let's separate the standard 10 vacation days from the seniority bonus based on seniority

```
public class Employee {  
    private int years;  
    public Employee(int initialYears) {  
        years = initialYears;  
    }  
    public int getVacationDays() {  
        return 10 + getSeniorityBonus();  
    }  
  
    public int getSeniorityBonus() {  
        return 2 * years; }  
    ...  
}
```

- How does this help us improve the Security?



## Improved Secretary class

- `Secretary` can selectively override `getVacationDays` runs, it will use the n
- Choosing a method at runtime is called **dyna**



```
public class Secretary extends Emplo
    public Secretary(int years) {
        super(years);
    }

    // Secretaries don't get a bonus
    public int getSeniorityBonus() {
    }

    public void takeDictation(String
        System.out.println("Taking d
    }
}
```



```
public class Employee {  
  
    private int years;  
    public Employee(int initialYears) {  
        years = initialYears;  
        System.out.println("Creating a r  
    }  
    public Employee() {  
        System.out.println("Default cons  
    }  
    public int getHours() { return 40;  
        40 hours / week  
    }  
    public double getSalary() { return 40  
        // $40,000.00 / year  
    }  
    public int getVacationDays() { return  
        2 weeks' paid vacation  
    }  
    public int getSeniorityBonus(){  
        return 2*years;  
    }  
    public String getVacationForm() { ret  
        // use the yellow form
```



```
}  
}
```





Final



## Final Secretary class

```
public class Secretary extends Employee {  
  
    public Secretary(int years) { super(years);  
        // calls Employee constructor  
        System.out.println("Creating a Secretary");  
    }  
  
    public int getSeniorityBonus() {  
        return 0;  
    }  
  
    public void takeDictation(String text) {  
        System.out.println("Taking dictation: " + text);  
    }  
}
```



Final Lawyer class



```
public class Lawyer extends Employee

    public Lawyer(int years) { super
    calls Employee constructor }

    // overrides getVacationForm from
    public String getVacationForm()
    }

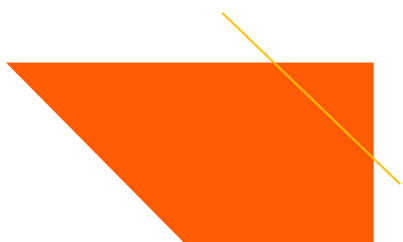
    // overrides getVacationDays from
    int getVacationDays() { return s
    // 3 weeks vacation
    }

    public void sue() {
        System.out.println("I'll see
    }
}
```



## Final LegalSecretary class

```
public class LegalSecretary extends Secretary {  
  
    public LegalSecretary(int years) {  
        super(years);  
    }  
    public void fileLegalBriefs() {  
        System.out.println("I could file briefs.");  
    }  
  
    public double getSalary() { return  
        super.getSalary()+5000.0; // $50,000  
    }  
}
```





# Packages and



# Packages

- A Java *package* is a group of *cooperating classes*
- The Java API is organized as packages
- Indicate the package of a class at the top of the file:  

```
package classPackage;
```
- Classes in the *same package* should be in the same folder
- The folder must have the same name as the package
- Classes in the *same folder* must be in the same package





## Packages and Visibility

- Classes *not* part of a package can only access members of classes in the package
- If a class is not part of the package, the public classes by their complete name would be `packageName.className`
- For example, `x = Java.awt.Color`
- If the package is imported, the package name is not required.  
`import java.awt.Color;`



```
... x =  
Color.GREEN;
```

## The Default Package


- Files which do not specify a package are in the default package
- If you do not declare packages, all your code is in the default package
- The default package is intended for use in early stages of implementation or for small projects



- When you develop an application, declare it in the same package

## Visibility

- ☐ We have seen three visibility levels: `public`, `protected`, `private`
- ☐ A fourth layer, *package visibility*, lies between `protected` and `private`

- 
- Classes, data fields, and methods `public` are accessible to all other methods in the same package, but are not accessible to other packages
  - Classes, data fields, and methods `protected` are visible within subclasses *outside* the package (in addition to *inside* the package)
  - There is no keyword to indicate package-private
  - Package visibility is the default in Java. `public`, `protected`, and `private` are not used



## Visibility Supports Encapsulation

- Visibility rules enforce encapsulation
- `private:` for members that should be inaccessible to subclasses
- `package:` shields classes and members from outside the package
- `protected:` provides visibility to subclasses in the package
- `public:` provides visibility to all



# Visibility Supports Encapsulation

Visibility	Applied to Classes
<b>private</b>	Applicable to inner classes. Accessible only to members of the class in which it is declared.
Default or package	Visible to classes in this package.
<b>protected</b>	Applicable to inner classes. Visible to classes in this package and to classes outside the package that extend the class in which it is declared.
<b>public</b>	Visible to all classes.



# Visibility Supports Encapsulation

- Encapsulation insulates against change
- Greater visibility means less encapsulation
- So... use the most restrictive visibility job done!

