

Chapter 7

Inheritance

Based on the course
literature:

Java: A beginner's guide

Fifth Edition

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What we'll cover

- Inheritance basics
- Call superclass constructors
- Use super to access superclass members
- Understand superclass references to subclass objects
- Override methods
- Use abstract classes
- Use final
- Know the Object class

Inheritance Basics

- The subclass extends the superclass.

TwoDShape —> Triangle

```
public class Triangle extends TwoDShape{  
    double area(){  
        return width * height / 2;  
    }  
}
```

Inheritance

- A subclass can inherit from only one superclass.
- But ... you can have an inheritance hierarchy.

Access and Inheritance

- private members in the superclass are not accessible in the subclass.

Constructors and Inheritance

- The superclass constructor constructs the superclass.
- The subclass constructor constructs the subclass.
- You can call the superclass constructor from the subclass.

super()

- super() is the superclasses constructor.
- When using super in the subclasses constructor super must be the first line.

```
Triangle1(double width, double height) {  
    super(width, height);  
}
```

super

- super also works like the key word this.
- Giving access to all the superclass members.

method overriding

```
public class A {  
    void method(){  
        System.out.print("A");  
    }  
}  
  
public class B extends A {  
    // overloading  
    void method(char letter){  
        System.out.print("B " + letter);  
    }  
}  
  
public class C extends B {  
    // overriding  
    void method(char letter){  
        System.out.print("C " + letter);  
    }  
    // overriding  
    void method(){  
        System.out.print("C");  
    }  
}
```

abstract classes

- Abstract classes are used to force a certain interface on all classes that are derived from them.
- Objects can not be created directly from abstract classes. They are incomplete
- A class extending an abstract class **MUST** implement all it's abstract methods.

abstract

```
public abstract class TwoDShape {  
    public abstract double area();  
}
```

final

- final prevents overriding

```
public final void method(){  
    System.out.print("A");  
}
```

- final prevents class inheritance

```
public final class A {  
}
```

- final can be used to create constants

```
public final double PI = 3.14;
```



The Object Class

- Object is the superclass to all objects in Java
- So every class can be assigned to a reference variable of type Object.
- Array is also a subclass of Object.

methods of Object

Method	Purpose
<code>Object clone()</code>	Creates a new object that is the same as the object being cloned.
<code>boolean equals(Object object)</code>	Determines whether one object is equal to another.
<code>void finalize()</code>	Called before an unused object is recycled.
<code>Class<?> getClass()</code>	Obtains the class of an object at run time.
<code>int hashCode()</code>	Returns the hash code associated with the invoking object.
<code>void notify()</code>	Resumes execution of a thread waiting on the invoking object.
<code>void notifyAll()</code>	Resumes execution of all threads waiting on the invoking object.
<code>String toString()</code>	Returns a string that describes the object.
<code>void wait()</code> <code>void wait(long milliseconds)</code> <code>void wait(long milliseconds, int nanoseconds)</code>	Waits on another thread of execution.