

Write these classes. Use good code formatting (formatting here is to save space).

If you write all the classes in the same file, then only one class can be "public" and the filename must be the name of the public class, i.e. "public class A" and A.java. Or, put each class in its own file (the usual way) and declare each class as "public".

```
class A {
    public A() {
        System.out.println("constructing a new A");
    }
    // no toString() method yet
}
// B is a subclass of A. Inherits code from A.
class B extends A {
    public B() {
        System.out.println("constructing a new B");
    }
    public String toString() { return "I'm a B"; }
}
class C extends B {
    public C() {
        System.out.println("constructing a new C");
    }
    public String toString() { return "C, of course"; }
}
class Main {
    // Please use methods for these problems. Don't pile lots of code into main().
    public static void testConstructors() {
        System.out.println("create an A object");
        A a = new A();
        System.out.println("create a B object");
        B b = new B();
        System.out.println("create a C object");
        C c = new C();
    }
    public static void main(String[] args) { testConstructors(); }
}
```

1.1 What is printed when your code executes `C c = new C();`

1.2 Explain why this happens.

2. Which of the following is legal? (Create a method in Main and try it.)

```
_____ A a = new B();
_____ B b = new A();
_____ C ca = new A();
_____ A ac = new C();
```

3. Class A does not have a toString method, but you can call `a.toString()`.

```
public class Main {
    public static void testToString() {
        A a = new A();
        System.out.println("a = "+a.toString());
    }
}
```

```

    }
    public static void main(String[] args) { testToString(); }
}

```

3.1 Why can we call `a.toString()`? It must execute code from *somewhere*. Where does the `toString` code come from?

3.2 Modify `testToString` to make `a` refer to a `C` object (problem 2 shows that this is legal).

```

public static void testToString() {
    A a = new C( );
    System.out.println("a = "+a.toString());
}

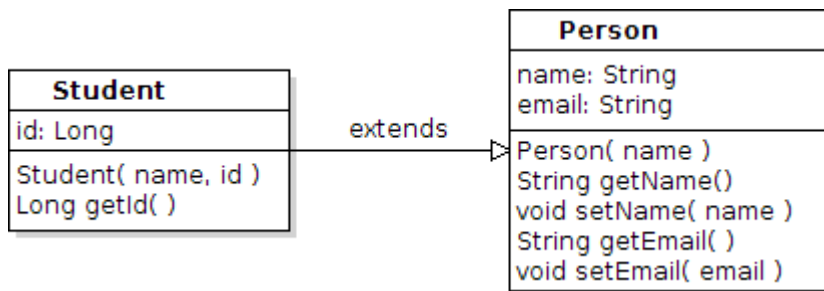
```

Now what is printed? Explain why. (If you don't know, then *speculate or hypothesize* the reason.)

4. We want to define a **Student** class with these attributes and methods:

Student
id: Long name: String email: String
<<constructor>> Student(name, id) Long getId() String getName() void setName(String) String getEmail() setEmail(String)

Many of the attributes and methods are the same as **Person**. To avoid duplicate code (and enable polymorphism) define **Student** as a subclass of **Person** (from objects-lab last week):



4.1 Why do you think the **Student** class does **not** have a `setId()` method?

4.2 Write your code in the **objects-lab** project from last week. Define a **Student** class in the **person** package.

```

// Student.java
package person;
/**
 * TODO: Write javadoc.
 */
public class Student extends Person {
    private long id;
    public Student(String aname, long id) {
        setName(aname); //Error: why?
        this.id = id;
    }
}

```

```

    }
    public String toString() {
        return String.format("Student %s [%d]", getName(), id);
    }
}

```

4.2 Why do we get an error in the **Student** constructor? How to fix it?

4.3 After fixing the **Student** constructor, run this method to verify that a **Student** can use methods of **Person**, even though you didn't write them in the **Student** class. Put the code in a "Main" class, not the **Student** class.

```

public static void testStudentExtendsPerson() {
    Student std = new Student("Fatalai", 6010540000L);
    System.out.println( "name: " + std.getName() );
    System.out.println( "email: " + std.getEmail() );
    System.out.println( "id: " + std.getId() );
}
public static void main(String[] args) {
    testStudentExtendsPerson();
}

```

4.4 Both **Student** and **Person** have a **toString()** method. What determines which method is invoked? Run:

```

public static void testDynamicToString() {
    Person p1 = new Person( "Peewee" );
    System.out.println( "p1 = " + p1.toString() );
    Person p2 = new Student( "Peewong", 100L );
    System.out.println( "p2 = " + p2.toString() );
}

```

You can also see this using classes from the Java API.

```

public static void testToString() {
    Object obj = new java.util.Date();
    System.out.println("obj = "+obj);
    // same variable!
    obj = new Double(Math.PI);
    System.out.println("obj = "+obj);
}

```

5. How can you set a student's email address in this code? How can you print the email?

```

public static void testCreateStudent() {
    Student student = new Student("Fatalai Jon", 6010540001L);
    String email = "fatalai.j@ku.th";
    _____; // how to set student's email?
// print id, name, and email
System.out.printf("id: %d name: %s email: %s \n",
    _____, _____, _____ );
System.out.println( p.toString() );
}

```

6. What happens if **Person** and **Student** *both* have an "id" attribute?

```

public class Person {
    private long id; // national id
    public void setId(long id) { this.id = id; }
    public long getId( ) { return id; }
    . . .
}

```

```

}
public class Student extends Person {
    private long id;    // student id
    public long getId( ) { return id; } // return student id
    . . .
}

```

Write some test code to determine what happens. Is it...

- (a) illegal (compile error)
- (b) Student "id" attribute replaces Person "id" attribute in Student objects
- (c) Student has 2 id attributes, but Student's "id" hides (*shadows*) Person "id".

8. How can Student access the Person "id" attribute?

```

public class Student {
    public String describe() {
        return "Student id "+this.id+" and national id "+_____ ;
    }
}

```

Guideline: avoid redefining attributes of a parent class. If you need to redefine an attribute, it often indicates a misuse of inheritance or bad design.

The Liskov Substitution Principle (LSP)

The *Liskov Substitution Principle* is a criterion for correct use of inheritance.

If a type *S* is a subtype of type *T* (i.e. *S* is a subclass of *T*), then, in any program that uses objects of type *T*, we should be able to *substitute* type *S* objects in place of type *T* objects and the program will still function correctly.

For a method this means: if we have a method $f(T)$ that accepts an object of type *T*, the method should work if we pass it an object of type *S*: $f(s)$ where *s* is type *S*. For example, `System.out.println(Object)` should work correctly with an object from a subclass of `Object`.

Apply the Liskov Substitution Principle below.

9. Java has 4 access levels: **public**, **protected**, *default* (package access), and **private**. The *Java Tutorial* and *Big Java* explain their meaning in detail.

Access Modifier	Member can be accessed from:
public	anywhere
protected	this class, a subclass, or any class in the same package
default (<i>no modifier</i>)	this class or any class in same package
private	this class only

Use this table and the LSP to explain how a subclass *should* be able to change access level (visibility) of a method that it overrides. Using Person and Student (subclass) as example, if both Person and Student have a method named `foo()`, and our code does this:

```

public void accept( Person person ) {
    person.foo( );
}

```

LSP says this method should work if we call `accept(student)` using a Student instead of Person.

For inheritance and LSP to work, this method *must* also be legal if we give it a Student object as parameter.

Method in superclass	Allowed access (visibility) in subclass foo() method:
public void foo()	
protected void foo()	
void foo() (<i>no modifier</i>)	
private void foo()	

10. The Object class defines a clone method that returns a copy of an object. It is **protected**.

```
protected Object clone();    // clone is protected in Object
```

In **Person** we write a **clone()** method to *override* Object.clone(). What access (public, protected, default, or private) can we assign? Use LSP.

```
public class Person implements Comparable<Person> {  
    _____ Object clone( );    // what access level is allowed?  
}
```

=== OLD PRACTICE PROBLEMS (optional for extra practice) ===

1. Assign these classes and methods to an *inheritance hierarchy*. Show your answer as a UML class diagram. Animal should be at the top.

Animal

Cat

Dog

Tiger

Lion

Wolf

Bird

Feline (the Felidae family, animals related to Cats)

Canine (the Canidae family, includes dogs, wolves, coyotes, foxes)

Parrot

Eagle

howl()

climbTree()

eat(Food)

fly()

Coyote

purr()

Bat



Note: Bats can fly, but they are not a kind of Bird!

2. We want to **play** with domestic animals (cat and dog) but not with tigers, wolves, etc. How can we indicate that certain types of Animals should have a play() behavior?

What is the best way to model this?

3. Birds and Bats can fly, but a bat is not a bird. How should we design fly behavior?

4. Which classes represent *families* of species, but not an actual kind of animal (has no instances)? Write <<abstract>> on those classes.

5. Our code creates a Bird like this:

```
Animal a = new Eagle( );
```

(a) What methods can we invoke using only the **a** reference? (Don't include methods from Object.)

(b) **a.fly()** doesn't work even though *a* refers to a bird.. How can we tell **a** to fly?

6. Which of these is not legal?

```
Animal a = new Animal( );
```

```
Animal b = new Wolf( );
```

```
Canine c = new Coyote( );
```

```
Dog d = new Coyote( );
```

7. When we put Canines in an ArrayList, they come out *looking like* Objects. They don't howl any more.

```
ArrayList list = new ArrayList( );
```

```
list.add( new Dog() );
```

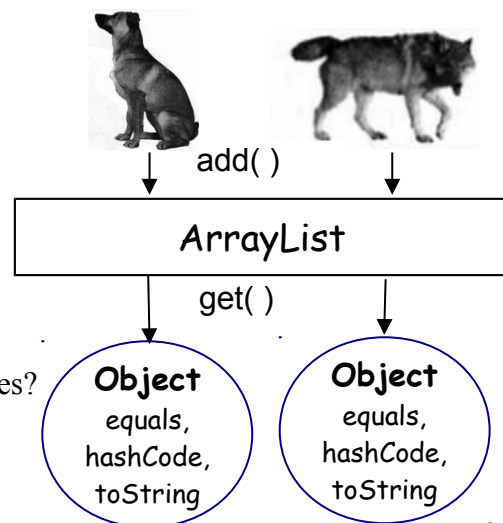
```
list.add( new Wolf() );
```

```
list.add( new Coyote() );
```

```
x = list.get( 0 ) ----> returns an Object
```

```
x.howl( ) // ERROR
```

How can we fix this so they come out of ArrayList as canines?

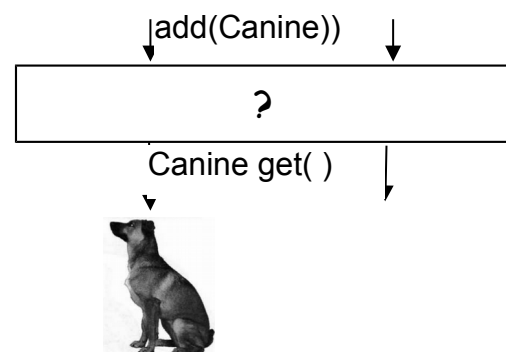


We want:

```
Canine x = list.get( k );
```

```
x.howl( );
```

Solution:

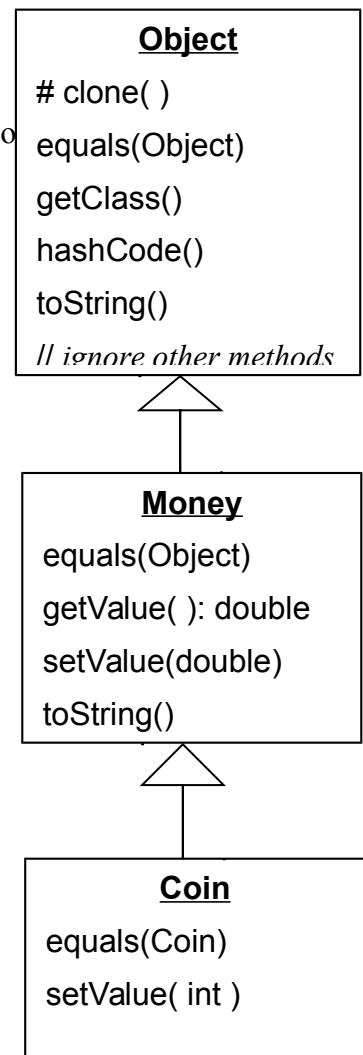


8. Suppose we create a coin reference like this:

```
Coin coin = new Coin( 10 );
```

(a) list all the methods that we can invoke using `coin` (ignore the methods of `Object` which are not shown in this diagram).

<code>clone()</code>	from <code>Object</code>
<code>equals(Object)</code>	from <code>Money</code>
<code>getClass()</code>	from <code>Object</code>
<code>hashCode()</code>	from <code>Object</code>
<code>toString()</code>	from <code>Money</code>
<code>getValue()</code>	from <code>Money</code>
<code>setValue(double)</code>	from <code>Money</code>
<code>setValue(int)</code>	from <code>Coin</code> A NEW METHOD



(b) the value of `Money` is `double` but the value of a `Coin` is an `int`.

Can `Coin` define a `getValue()` method that returns `int`? Why?

(c) Suppose that `money.getValue()` returns `double` and `coin.getValue()` returns `int`. Show how this would violate the substitution principle. Hint: consider a method that has a parameter of type `Money` and calls `getValue()`. What happens if we invoke this method using a `Coin` as parameter value?

(d) We want to write a `clone()` method for `Coin`. What access level (visibility) can we use for `clone`?

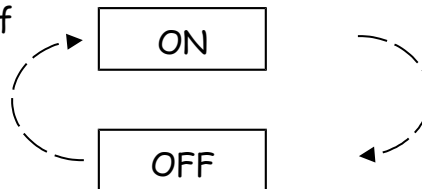
private, package (default), protected, public

9. Draw a UML class diagram of the Button and ToggleButton classes.

```
public class Button {
    public Button(String text) {
        drawText( text );
    }
    // method to invoke when button is pressed
    public void onPress( ) {
        System.out.println("Ouch!");
    }
    public void drawText(String txt) {
        // draws text on the button
    }
}
```



```
// a button that toggles between on and off
public class ToggleButton extends Button {
    private String ontext;
    private String offtext;
    private boolean on = false;
    public ToggleButton(String offtext, String ontext) {
        this.offtext = offtext; this.ontext = ontext;
    }
    public void onPress( ) {
        on = ! on;
        if (on) { System.out.println("Turning on"); drawText(ontext); }
        else { System.out.println("Turning off"); drawText(offtext); }
    }
}
```



When we compile `ToggleButton`, the compiler says: cannot find symbol: constructor `Button()`. What does this mean? Fix the error.

10. The `onPress` method just prints a message. We want to *program* the buttons to do different things.

Define an interface named `ButtonAction` that contains a `perform` method.

Here is an *example* implementation of `PressAction`:

```
public class OuchAction implements ButtonAction {
    public void perform(Button mybutton) {
        System.out.println("Ouch!");
    }
}
```

Draw a UML class diagram for `ButtonAction`. Show all details.

11. Rewrite the `Button` class so we can program the button. You must make 3 changes:

- (a) add a `pressAction` attribute
- (b) define a `setPressAction` method
- (c) modify `onPress` to invokes the action,
but only if `pressAction` is not null.

Button
-pressAction: _____
Button(text: String) setPressAction(...) onPress()

Write the code for `Button` that uses a `PressAction`.

```
public class Button {  
    /** the action to perform when pressed */  
    private _____;
```

12. A student is OOP suggests this:

We should use better encapsulation. The text of a button depends on the ButtonAction. So, the text should be part of *ButtonAction*. That is, *ButtonAction* *encapsulates* its own text. The Button can call *ButtonAction.getText()* to get the text!

(a) draw a UML diagram (below) of a revised *ButtonAction* interface with a `getText` method.

(b) Now, *Button* and *ToggleButton* don't need any text attributes! The buttons can *ask ButtonAction* to get the text, so the buttons only need *ButtonAction* attributes (no String attributes). Draw a UML class diagram of the new *Button* and *ToggleButton* classes.

- Modify the constructor parameter
- Eliminate the parameter to `drawText`
- Show relationships between *Button*, *ToggleButton*, and *ButtonAction*.