

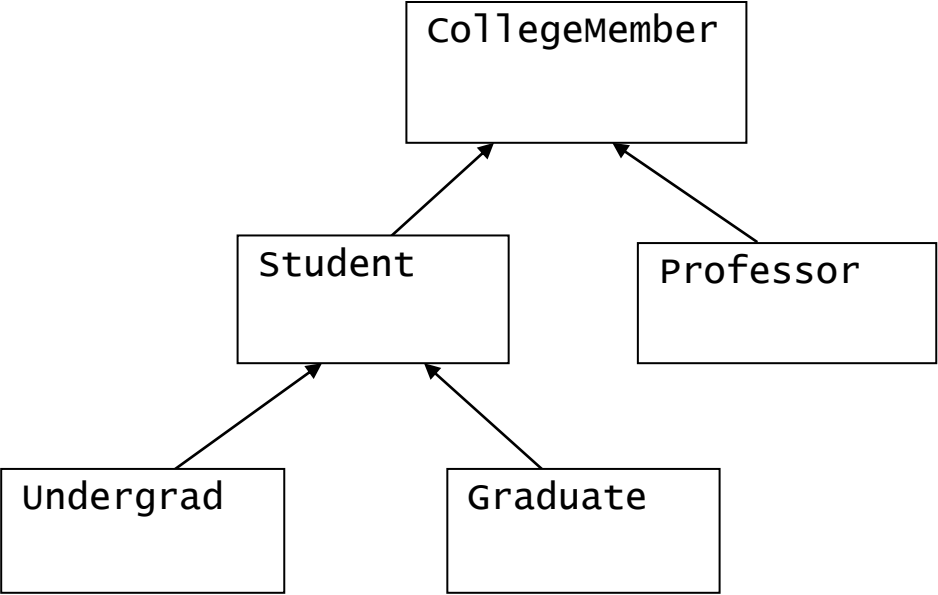
Chapter 10

Inheritance Part 1



Advantages of Inheritance

- 1) Many real-world systems form a hierarchy of categories.
- 2) Inheritance allows the compiled form of classes to be modified and/or extended.
- 3) Inheritance eliminates the need to duplicate code.

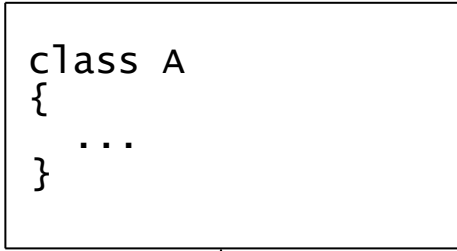


Superclass

```
1 class A      // This is the superclass
2 {
3     private int x = 1;
4     //-----
5     public int xGet()
6     {
7         return x;
8     }
9     //-----
10    public String toString()
11    {
12        return("x = " + x);
13    }
14 }
```

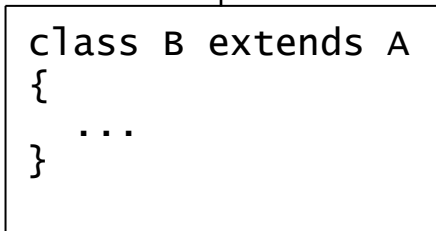
Subclass

```
19 class B extends A
20 {
21     int y = 7;
22     //-----
23     public int yGet()
24     {
25         return y;
26     }
27     //-----
28     public String toString()
29     {
30         return "x = " + xGet() + " y = " + y;
31     }
32 }
```



Superclass (also known as base class)

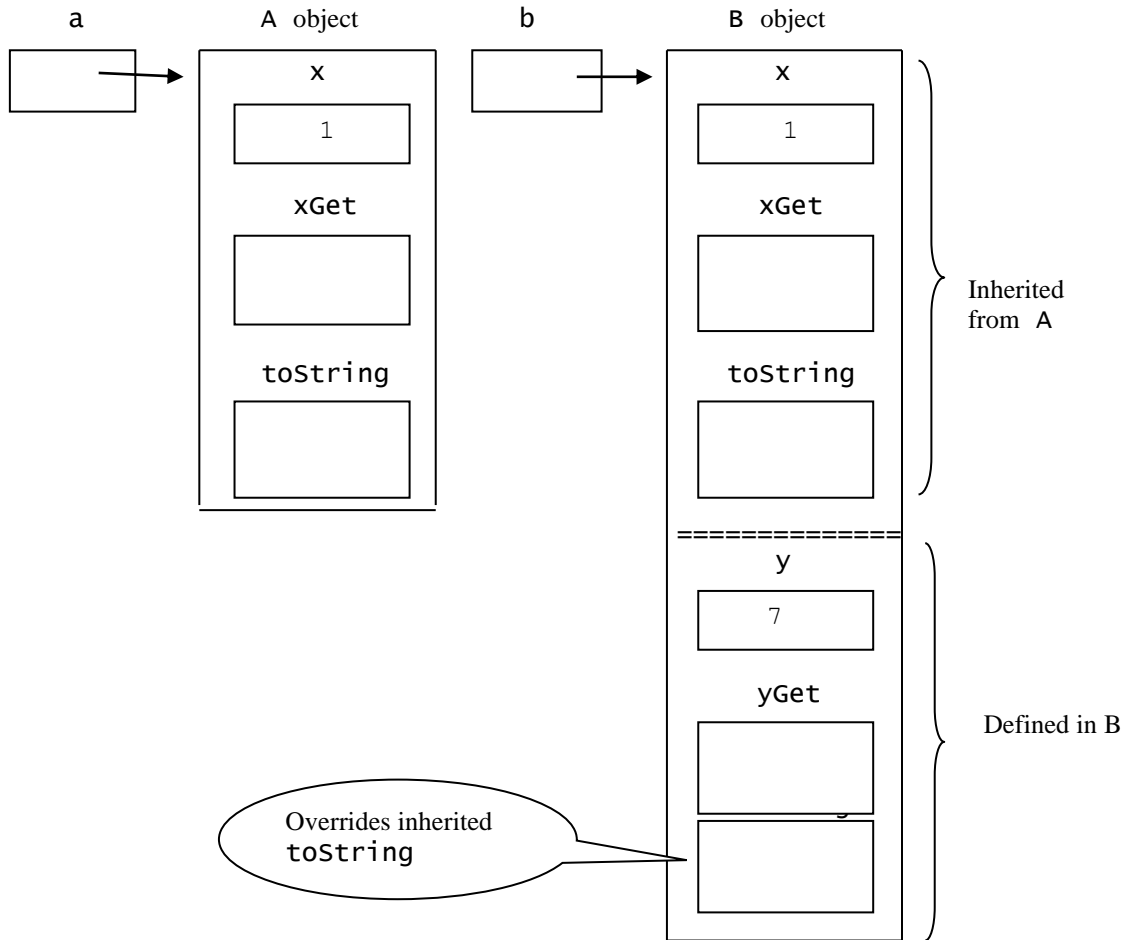
Arrow points from subclass to superclass



Subclass (also know as derived class)

```
A a = new A();  
System.out.println(a.xGet());  
System.out.println(a.toString());
```

```
B b = new B();  
System.out.println(b.yGet());  
System.out.println(b.xGet());  
System.out.println(b.toString());
```



Constructors and inheritance

- 1) Every class has at least one constructor.
- 2) Every subclass constructor calls a constructor in its superclass.

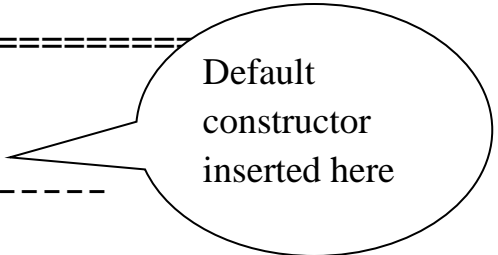
```
16 class B extends A
17 {
18     private int y;
19     //-----
20     public B()
21     {
22         y = 2;
23     }
24     //-----
25     public B(int yy)
26     {
27         super();           // explicit call of superclass constructor
28         y = yy;
29     }
30     //-----
31     public void xyDisplay()
32     {
33         xDisplay();        // call inherited method
34         System.out.println("y = " + y);
35     }
36 }
```

The diagram illustrates the insertion of a `super();` call into the `B()` constructor. A callout bubble contains the text `super();` and `inserted here`. Two lines point from this bubble to the code: one points to the opening curly brace of the `B()` constructor (line 21), and the other points to the line immediately following it (line 22), indicating where the `super();` call should be inserted.

```

37 //=====
38 class C extends B
39 {
40     private int z = 4;
41     //-----
42     public void xyzDisplay()
43     {
44         xyDisplay();
45         System.out.println("z = " + z);
46     }
47 }
48 //=====
49 class Inheritance2
50 {
51     public static void main(String[] args)
52     {
53         B b = new B();
54         b.xyDisplay();      // displays x = 1 y = 2
55         b = new B(3);
56         b.xyDisplay();      // displays x = 1 y = 3
57         C c = new C();
58         c.xyzDisplay();      // displays x = 1 y = 2 z =
4
59     }
60 }

```

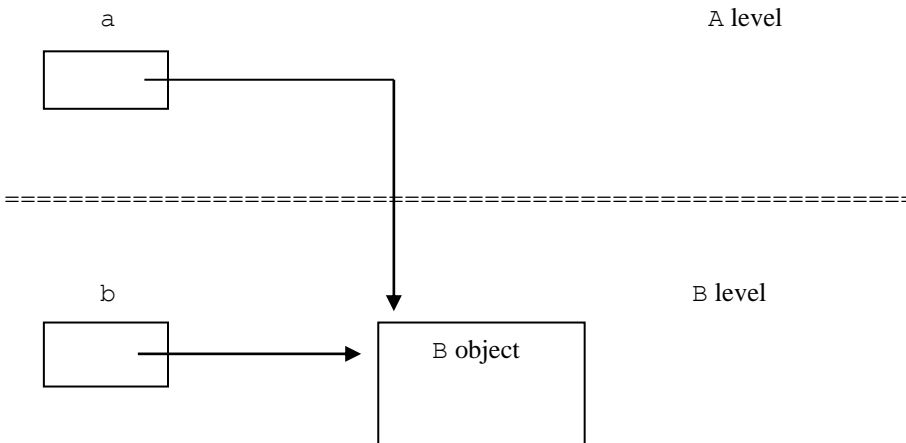


Default
constructor
inserted here

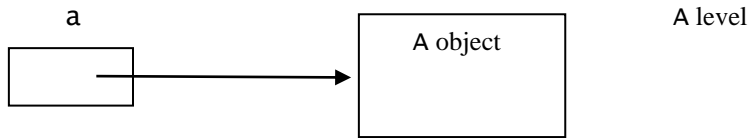
A toolbox and a toolbox with a cheese sandwich

```
A a = new A();  
B b = new B();
```

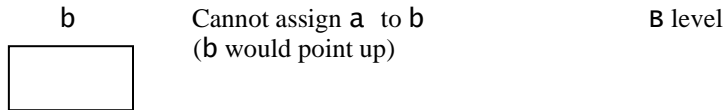
```
A a;  
B b = new B();  
a = b;    // B is a subclass of A  
          // legal
```



```
B b;  
A a = new A();  
b = a; // B is a subclass of A  
// illegal
```



=====

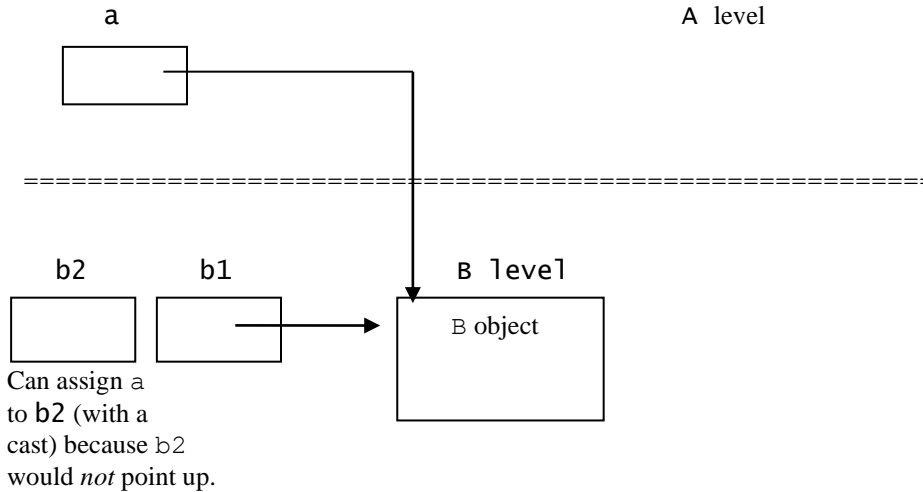


```
b = (B) a; // compiles ok but still illegal
```

```

A a;
B b1, b2;    // B is a subclass of A
b1 = new B();
a = b1;       // okay because a is pointing "down"

```



```

b2 = a;        // illegal
b2 = (B)a;     // legal because a is pointing down

```

Downcasting and upcasting

```
A a
B b1, b2;
b1 = new B();
a = b1;           // upcast is legal
b2 = (B)a;        // this downcast is legal
```

A reference can be downcast if it was previously upcast.

```
// check with instanceof
B b;
if (a instanceof
    of B)
    b = (B)a;
```

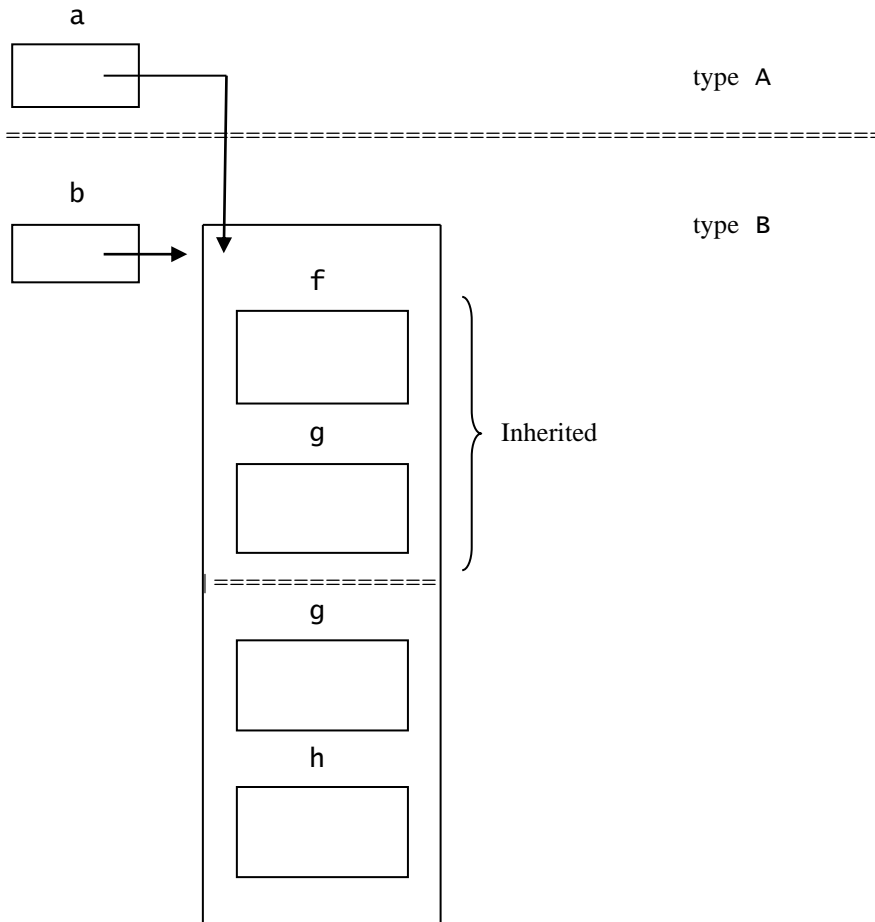
Case study

```
1 class A
2 {
3     public void f()
4     {
5         System.out.println("f in A");
6     }
7     //-----
8     public void g()
9     {
10        System.out.println("g in A");
11    }
12 }
```



```
14 class B extends A
15 {
16     public void g()
17     {
18         System.out.println("g in B");
19     }
20     //-----
21     public void h()
22     {
23         System.out.println("h in B");
24     }
25 }
```

```
27 class Inheritance3
28 {
29     public static void main(String[] args)
30     {
31         A a;
32         B b = new B();
33         a = b;                // upcast
34         a.f();                // displays "f in A"
35         a.g();                // displays "g in B"
36         a.h();                // illegal: compile-time error
37         ((B)a).h();           // displays "h in B"
38         b.h();                // displays "h in B"
39     }
40 }
```

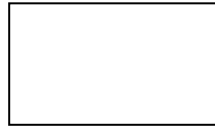


Object class

```
class A  
{  
    ...  
}
```

equivalent to

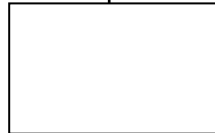
```
class A extends Object  
{  
    ...  
}
```



class object



class A



class B

toString and equals from Object

```
1 class A    // inherits toString and equals from Object
2 {
3     private int x = 1;
4 }
5 //=====
6 class B extends A // inherits from A
7 {
8     private int y = 2;
9 }
```

```
11 class Inheritance4
12 {
13     public static void main(String[] args)
14     {
15         A a1, a2;
16         a1 = new A();
17         a2 = new A();
18         System.out.println(a1.toString()); // A@3e25a5
19         System.out.println(a1.equals(a2)); // false
20
21         B b1, b2;
22         b1 = new B();
23         b2 = new B();
24         System.out.println(b1.toString()); // B@19821f
25         System.out.println(b1.equals(b2)); // false
26     }
27 }
```

Custom toString

```
1 class A // inherits toString and equals
2 {
3     protected int x = 1; // NOTE!!
4     //-----
5     public String toString()
6     {
7         return "x = " + x;
8     }
9 }
```



```
11 class B extends A
12 {
13     private int y = 2;
14     //-----
15     public String toString()
16     {
17         return "x = " + x + " y = " + y;
18     }
19 }
```

```
21 class Inheritance5
22 {
23     public static void main(String[] args)
24     {
25         A a;
26         a = new A();
27         System.out.println(a.toString()); // x = 1
28
29         B b;
30         b = new B();
31         System.out.println(b.toString()); // x = 1 y = 2
32     }
33 }
```

Another toString

```
1 class A
2 {
3     private int x = 1; // now private
4     //-----
5     public String toString()
6     {
7         return "x = " + x;
8     }
9 }
```

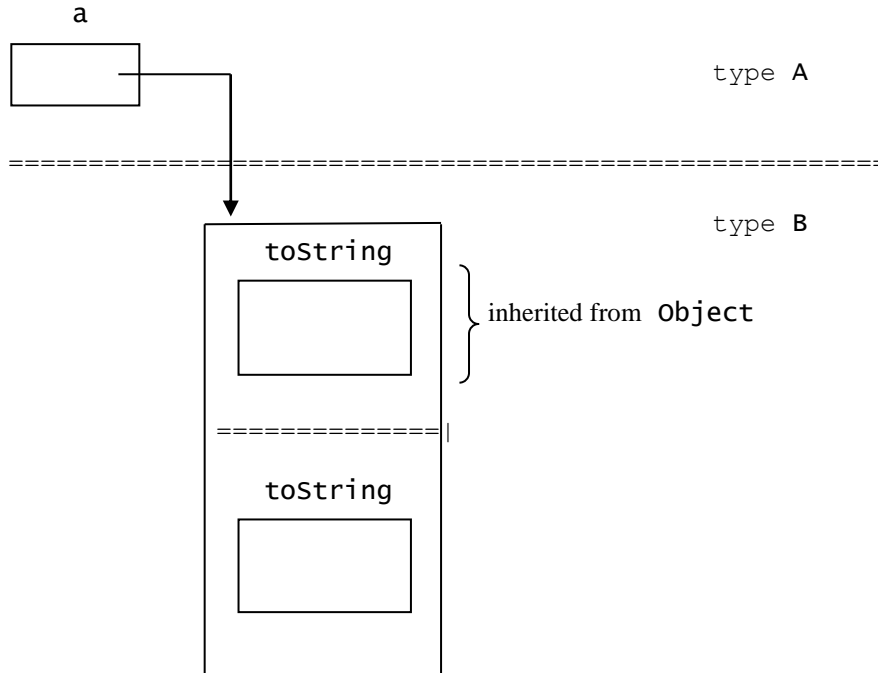
```
11 class B extends A
12 {
13     private int y = 2;
14     //-----
15     public String toString()
16     {
17         return super.toString() + " y = " + y;
18     }
19 }
```

Another toString

```
1 class A
2 {
3     private int x = 1;
4     //-----
5     public String toString()
6     {
7         return "x = " + x;
8     }
9     //-----
10    public int xGet()
11    {
12        return x;
13    }
14 }
```

```
16 class B extends A
17 {
18     private int y = 2;
19     //-----
20     public String toString()
21     {
22         return "x = " + xGet() + " y = " + y;
23     }
24 }
```

Why are `toString` and `equals` in the `Object` class?



Access Specifiers

```
class Specifiers
{
    private int w;    // private access
    int x;            // package access
    protected int y; // protected
    public z;         // public access
    ...
}
```


Class can have public or package access

```
public class C  
{  
    ...  
}
```

```
class C  
{  
    ...  
}
```