CS2030 Programming Methodology II
Semester 1 2022/2023

1 & 2 February 2023
Problem Set #2
Inheritance and Polymorphism

1. Study the following `Circle` class.

```
class Circle {
    private final int radius;

    Circle(int radius) {
        this.radius = radius;
    }

    @Override
    public String toString() {
        return "Circle with radius " + this.radius;
    }
}
```

We have seen how the `toString` method can be defined in the `Circle` class that overrides the same method in its parent `java.lang.Object` class. There is another `equals(Object obj)` method defined in the `Object` class which returns `true` only if the object from which `equals` is called, and the argument object is the same.

https://docs.oracle.com/en/java/javase/17/docs/api/java.base/java/lang/Object.html#equals(java.lang.Object)

```
jshell> Circle c = new Circle(10)
c ==> Circle with radius 10

jshell> c.equals(c)
$.. ==> true

jshell> c.equals("10")
$.. ==> false

jshell> c.equals(new Circle(10))
$.. ==> false
```

In particular for the latter test, since both `c` and `new Circle(10)` have radius of 10 units, we would like the `equals` method to return `true` instead.

(a) We define an overloaded method `equals(Circle other)` in the `Circle` class:

```
boolean equals(Circle circle) {
    System.out.println("Running equals(Circle) method");
    return circle.radius == radius;
}
```

such that

```
jshell> new Circle(10).equals(new Circle(10))
Running equals(Circle) method
$.. ==> true

jshell> new Circle(10).equals("10")
$.. ==> false
```

Why is the outcome of the following test `false`?

```
jshell> Object obj = new Circle(10)
obj ==> Circle with radius 10

jshell> obj.equals(new Circle(10))
$.. ==> false
```

(b) Instead of an overloaded method, we now define an overriding method.

```
@Override
public boolean equals(Object obj) {
    System.out.println("Running equals(Object) method");
    if (obj == this) { // trivially true since it's the same object
        return true;
    } else if (obj instanceof Circle circle) { // is obj a Circle?
        return circle.radius == this.radius;
    } else {
        return false;
    }
}
```

Why does the same test case in question 1a now produce the correct expected outcome?

```
jshell> Object obj = new Circle(10)
obj ==> Circle with radius 10

jshell> obj.equals(new Circle(10))
Running equals(Object) method
$.. ==> true
```

(c) With both the overloaded and overriding `equals` method in questions 1a and 1b defined, given the following program fragment,

```
Circle c1 = new Circle(10);
Circle c2 = new Circle(10);
Object o1 = c1;
Object o2 = c2;
```

what is the output of the following statements?

(a) `o1.equals(o2);`
(b) `o1.equals(c2);`
(c) `o1.equals(c1);`
(d) `c1.equals(o2);`
(e) `c1.equals(c2);`
(f) `c1.equals(o1);`

2. We would like to design a class `Square` that inherits from `Rectangle`.

```
class Rectangle {
    private final int width;
    private final int height;

    Rectangle(int width, int height) {
        this.width = width;
        this.height = height;
    }

    @Override
    public String toString() {
        return this.width + " x " + this.height;
    }
}
```

As an example of constructing a rectangle,

```
jshell> new Rectangle(3, 4) // width = 3 and height = 4
$.. ==> 3 x 4
```

(a) A square has the constraint that the four sides are of the same length. Keeping in mind the *abstraction principle*, how should `Square` be implemented to obtain the following evaluation from `JShell`?

```
jshell> new Square(5)
$.. ==> 5 x 5
```

(b) Now implement two separate methods to set the width and height of the rectangle:

```
Rectangle setWidth(double width) { ... }
Rectangle setHeight(double height) { ... }

jshell> new Rectangle(3, 4).setHeight(2)
$.. ==> 3 x 2
```

(c) What happens if `Square` inherits the methods `setWidth` and `setHeight` from `Rectangle`?

(d) How would you override the methods `setWidth` and `setHeight` in the `Square` class?

(e) Do you think that it is now sensible to have `Square` inherit from `Rectangle`?

(f) Should `Rectangle` inherit from `Square`? Or maybe they should not inherit from each other at all?

3. Which of the following program fragments will result in a compilation error?

(a)
```
class A1 {
    void f(int x) {}
    void f(boolean y) {}
}
```

(b)
```
class A2 {
    void f(int x) {}
    void f(int y) {}
}
```

(c)
```
class A3 {
    private void f(int x) {}
    void f(int y) {}
}
```

(d)
```
class A4 {
    int f(int x) {
        return x;
    }
    void f(int y) {}
}
```

(e)
```
class A5 {
    void f(int x, String s) {}
    void f(String s, int y) {}
}
```