# **Subtyping and Inheritance**

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ADAP B03

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#### **Agenda**

- What is subtyping?
- 2. Liskov substitutability principle
- 3. Applied to class hierarchies
- 4. Co- and contravariance
- 5. Multiple inheritance
- 6. Abstract superclass rule
- 7. Cascading class hierarchies

Homework

1. What is Subtyping?

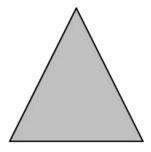
## **Subtyping Example 1/3**

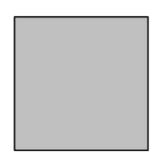
GraphicalObject

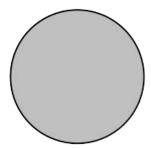
draw(c: Canvas): void;

MathematicalObject

intersects(): boolean;







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## **Subtyping Example 2 / 3**

GraphicalObject MathematicalObject intersects(): boolean; draw(c: Canvas): void;

## **Subtyping Example 3 / 3**

GraphicalObject

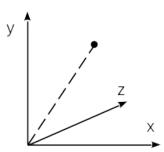
draw(c: Canvas): void;

MathematicalObject

intersects(): number;

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2. Liskov Substitutability Principle

## The Subtype Requirement [1]

Let  $\varphi(x)$  be a property provable about objects x of type T. Then  $\varphi(y)$  should be provable for objects y of type S, where S is a subtype of T.

### **In Simpler Words**

All properties that hold for instances of a supertype should also hold for instances of a subtype [DR]

## **Even Simpler**

Don't surprise use-clients

#### **Quiz: What's the Surprise?**

If you make Rectangle a subtype of Square?

If you make Square a subtype of Rectangle?

If you make 2DLine a subtype of Point?

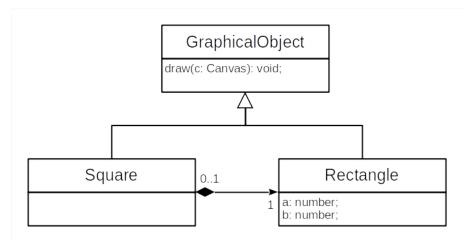
If you make Point a subtype of 2DLine?

3. Applied to Class Hierarchies

### **Subclasses as Extended Subtypes**

#### Subclasses

- Add methods and state
- Do not constraint superclasses



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### **Subclasses as Constrained Subtypes**

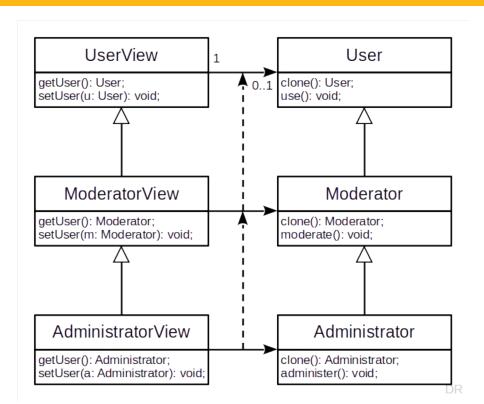
#### Subclasses

Constrain behavior in defined space

In method signatures

Using covariant redefinition

Leads to parallel class hierarchies



## **Extract Superclass Refactoring**

A refactoring is a

Behavior-preserving transformation of existing code

The goal is to improve readability, remove redundancy, etc.

The extraction of an abstract superclass is a common refactoring

Fowler's catalog [1] lists Extract Superclass (without "Abstract" though)

https://profriehle.com

4. Co- and Contravariance

#### **Covariant Redefinition of Return Types**

A return type has been covariantly redefined in a method definition, if

• The return type of the subtype's method is a subtype of the supertype's

Example of covariant redefinition of return type

UserView.getUser(): User → ModeratorView.getUser(): Moderator

The subtype's method "returns less" than what the supertype's method promises

Does not violate the LSP (is within expectations)

#### **Contravariant Redefinition of Return Types**

A return type has been contravariantly redefined in a method definition, if

• The return type of the subtype's method is a supertype of the supertype's

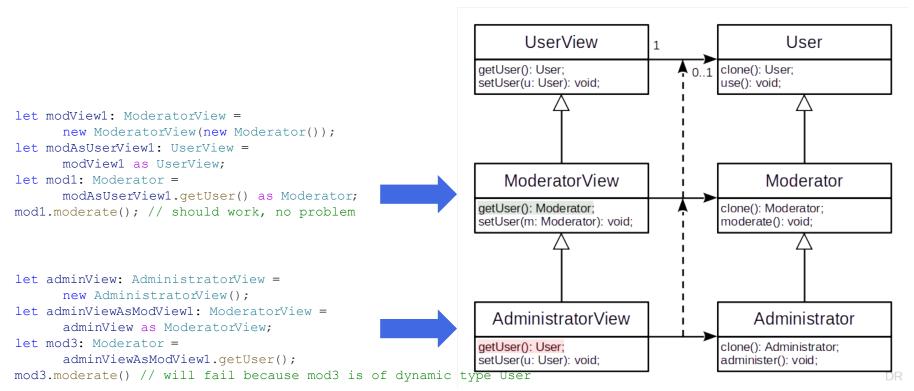
Example of contrvariant redefinition of return type

ModeratorView.getUser(): Moderator → AdministratorView.getUser(): User

The subtype's method "returns more" than what the supertype's method promises

Violate the LSP, because clients of the supertype's methods might be surprised

#### **Users / Views Example 1 / 2**



### **Covariant Redefinition of Argument Types**

An argument type has been covariantly redefined in a method definition, if

The argument type of subtype's method is a subtype of the supertype's

Example of covariant redefinition of argument type

User.setUser(u: User): void → Moderator.setUser(m: Moderator): void

The subtype's method "accepts less" than what the supertype's method promises

This violates the LSP and only makes sense if you think in relationships

### **Contravariant Redefinition of Argument Types**

An argument type has been contravariantly redefined in a method definition, if

The argument type of the subtype's method is a supertype of the supertype's

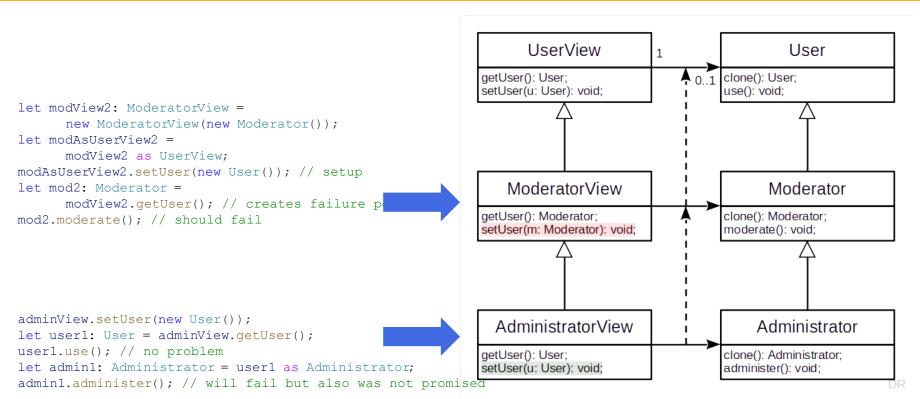
Example of contravariant redefinition of argument type

ModeratorView.getUser(): Moderator → AdministratorView.getUser(): User

The subtype's method "accepts more" than what the supertype's method promises

Does not violate the LSP but also makes little sense in practice

### **Users / Views Argument Type Example**



## **Co- and Contravariance in Typescript**

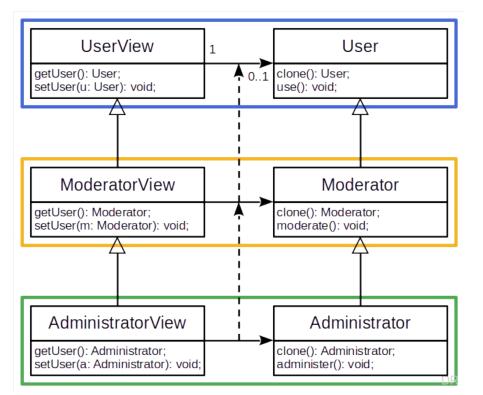
|               | Covariant Redefinition   | Contravariant Redefinition |
|---------------|--|----------------------------|
| Return type   | • is allowed   | is not allowed             |
| Argument type | <ul><li>is allowed [2]</li><li>should not be allowed [1]</li></ul> | • is allowed               |

#### **Parallel Class Hierarchies**

#### Parallel class hierarchies are

- Two related class hierarchies, subclassed in parallel
- Often using covariant redefinition of both return and argument types

The design focus is on the collaboration



5. Multiple Inheritance

#### **Multiple Inheritance**

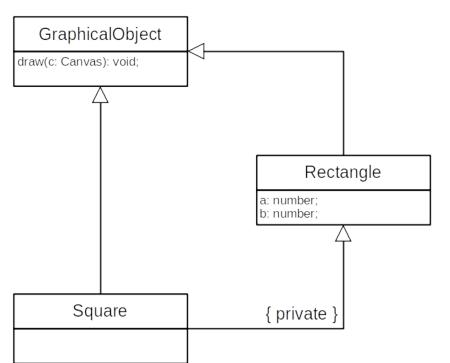
Multiple inheritance is when

A class has 2+ superclasses

Does not necessarily imply substitutability

• Cf. C++'s private inheritance

Not a Typescript feature



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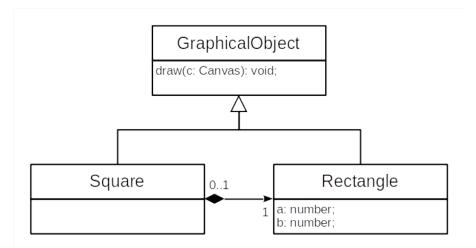
#### Implementation Delegation

Implementation delegation is when

A class delegates its implementation

Generally better than multiple inheritance

Choose delegation over inheritance



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#### **Composition over Inheritance**

The composition over inheritance principle states that

You should favor object composition over class inheritance

A.k.a. delegation over inheritance (principle)

6. Abstract Superclass Rule

#### Inheritance vs. Abstractness

#### Inheritance is

A relationship between two classes

#### Abstractness / concreteness

A relationship between a class and its instances

## **Abstract Superclass Rule (ASR)**

All superclasses must be abstract

Corollary: Never subclass a concrete class

### **ASR** in Framework vs. Application

#### In a framework

- Leaf classes may be abstract (awaiting subclassing)
- Leaf classes may be concrete (if ready to use)

In an application (based on a framework)

- Framework leaf classes may be abstract if unused
- Application leaf classes must be concrete

#### **ASR and LSP**

The ASR helps to comply with the LSP

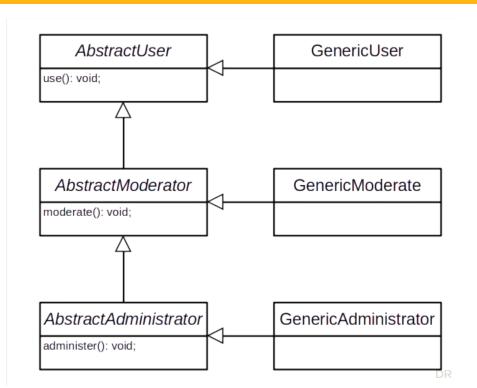
The ASR automatically casts subclasses as constrained subtypes

### **Pragmatics of ASR**

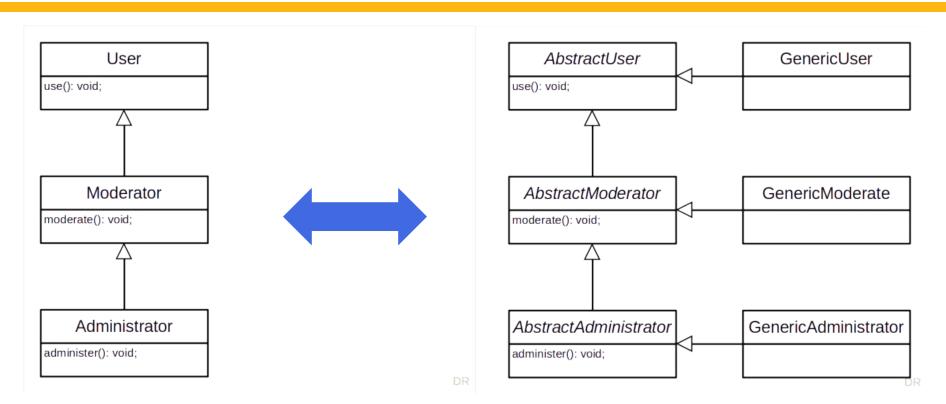
Logically separate abstract class from generic implementation subclass

Pragmatically, merge implementation class into abstract class

Make abstract class concrete but maintain inheritance interface



## **Class Hierarchy Evolution**



7. Cascading Class Hierarchies

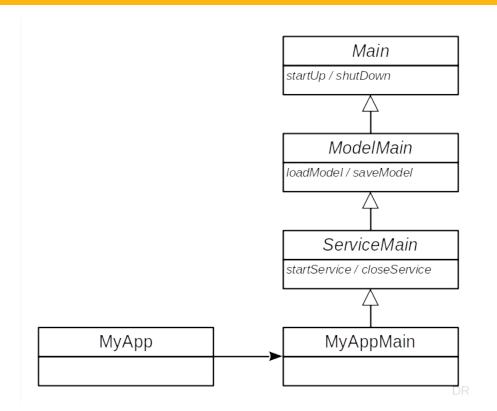
#### **Before and After Methods**

Before and after methods wrap a method's main body

They typically come in pairs and are about a meta issue

- The before method sets something up
- The after method tears it down

#### **App with Service Example**



```
import { MyAppMain } from "./MyAppMain";

function main(args: string[]) {
   let appMain: MyAppMain = new MyAppMain();
   appMain.run(args);
}

let args: string[] = process.argv;
args = args.slice(2);
main(args);
```

#### **Cascading Inheritance Interfaces 1 / 2**

```
export abstract class Main {
  public run(args: string[]): void {
       this.parseArgs(args);
       this.startUp();
       this.execute();
       this.shutDown();
  };
  protected parseArgs(args: string[]): void {
       // do nothing (expect subclass to override)
  protected startUp(): void {
      // do nothing (expect subclass to override)
  protected abstract execute(): void;
  protected shutDown(): void {
       // do nothing (expect subclass to override)
```

```
import { Main } from "./Main";
export abstract class ModelMain extends Main {
  protected startUp(): void {
       super.startUp();
       this.loadModel();
  protected loadModel(): void {
       // do nothing (expect subclass to override)
  protected shutDown(): void {
       this.saveModel();
       super.shutDown();
  protected saveModel(): void {
       // do nothing (expect subclass to override)
```

#### **Cascading Inheritance Interfaces 2 / 2**

```
import { ModelMain } from "./ModelMain";
export abstract class ServiceMain extends ModelMain {
  protected startUp(): void {
       super.startUp();
       this.startService();
  protected startService(): void { /* ... */ }
  protected execute(): void {
      // start main event loop
  protected shutDown(): void {
       this.closeService();
       super.shutDown();
  protected closeService(): void { /* ... */ }
```

```
import { ServiceMain } from "./ServiceMain";
export class MyAppMain extends ServiceMain {
  protected loadModel(): void {
       // do something
  protected startService(): void {
       // do something
  protected saveModel(): void {
       // do something
  protected closeService(): void {
       // do something
```

Homework

#### **Homework Instructions**

- Extract AbstractName superclass from StringName and StringArrayName
  - Identify and implement the narrow (minimal) inheritance interface
  - Move as much as you sensibly can into the AbstractName class
- Adapt your previous work to this homework as you see fit
- Commit homework by deadline to homework folder

#### **Summary**

- 1. What is subtyping?
- 2. Liskov substitutability principle
- 3. Applied to class hierarchies
- 4. Co- and contravariance
- 5. Multiple inheritance
- 6. Abstract superclass rule
- 7. Cascading class hierarchies

# Thank you! Any questions?

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