

Object-Oriented Programming

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- Slides
- Codes
- Assignments
- Supplementary materials

Are available before the class.

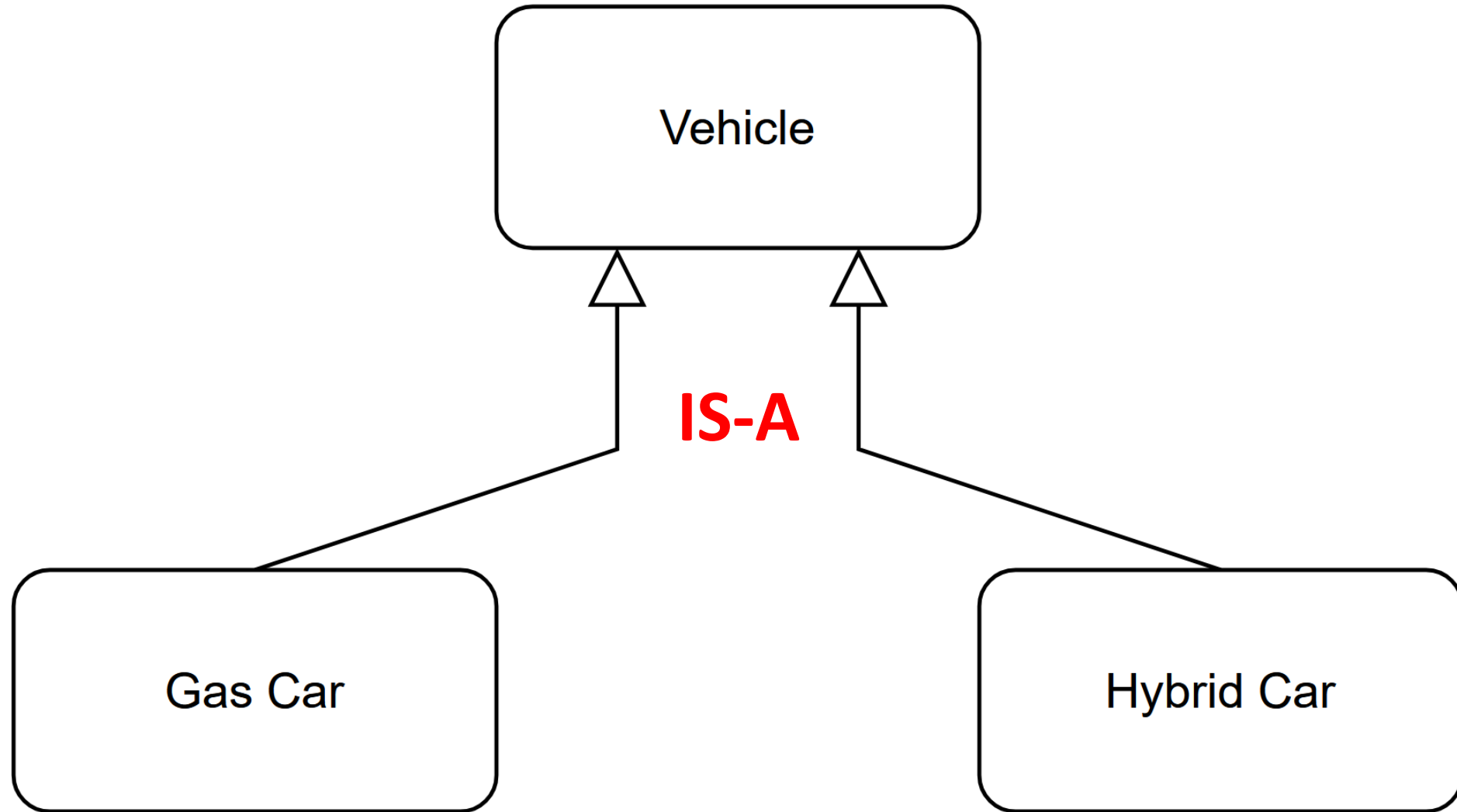
Four Pillars of OOP

- Encapsulation
- Inheritance
- Polymorphism
- Abstraction

Subtype Polymorphism

Subtype Polymorphism

- Subtype polymorphism allows a **function** to operate on objects of **different** classes as long as they **share** a **common superclass**.



```

public class Vehicle {
    protected Integer fuel;
    public Vehicle(Integer fuel) {
        this.fuel = fuel;
    }
    public void move(Integer fuel) {
        this.fuel -= fuel;
    }
}

```

```

public class GasCar extends Vehicle {
    public GasCar (Integer fuel) {
        super(fuel);
    }
}

```

```

public class HybridCar extends Vehicle {
    public HybridCar (Integer fuel) {
        super(fuel);
    }
}

```

```

Vehicle gasCar = new GasCar(100);
gasCar.move(10);

```

```

Vehicle hybridCar = new HybridCar(100);
hybridCar.move(5);

```

```

}

```

Data vs. Behaviour


```

public class Vehicle {
    protected Integer fuel;
    public Vehicle(Integer fuel) {
        this.fuel = fuel;
    }
    public void move(Integer fuel) {
        this.fuel -= fuel;
    }
}

```

```

public class GasCar extends Vehicle
{
    public GasCar (Integer fuel) {
        super(fuel);
    }
}

```

```

public class HybridCar extends Vehicle
{
    public HybridCar (Integer fuel) {
        super(fuel);
    }
}

```

```

Vehicle gasCar = new Vehicle(100);
gasCar.move(10);

```

```

Vehicle hybridCar = new Vehicle(100);
hybridCar.move(5);

```

```

public class Vehicle {
    protected Integer fuel;
    public Vehicle(Integer fuel) {
        this.fuel = fuel;
    }
    public void move(Integer fuel) {

    }
}

```

```

public class GasCar extends Vehicle {
    public GasCar (Integer fuel) {
        super(fuel);
    }
    @Override
    public void move (Integer fuel) {
        this.fuel -= fuel;
        pushGas();
    }
}

```

```

public class HybridCar extends Vehicle {
    private Integer electric;
    public HybridCar (Integer fuel) {
        super(fuel);
    }

    @Override public void move (Integer fuel) {
        this.fuel -= fuel;
        this.electric -= fuel / 10;
        if(this.speed < 80 &&
            this.electric > 10) eVMode();
        else pushGas();
    }
}

```

```

Vehicle gasCar = new GasCar(100);
gasCar.move(10);

Vehicle hybridCar = new HybridCar(100);
hybridCar.move(5);

```

Summary

- Subtype polymorphism allows a **function** to operate on objects of **different** classes as long as they **share** a **common superclass**.
- Subtype polymorphism
 - Reuse of pieces of code for hierarchical objects
 - Differences in behaviours

Next Session

- More examples of subtype polymorphism
- Another kind of polymorphism