### COMP2396B Tutorial 5

Inheritance, overloading, abstract classes 1. When a method is called on an object reference, the \_\_\_\_\_\_ of the method for that object type will be called —In other words, the \_\_\_\_\_ one in the inheritance tree wins! 2. It is possible to call an overridden method of the superclass using the keyword \_\_\_\_\_. 3. A superclass can choose whether or not it wants a subclass to inherit a particular member by the access level assigned to that particular member. members are inherited. —\_\_\_\_ members are not inherited. 4. Method overloading is nothing more than having 2 or more methods with the same \_\_\_\_\_ but different —It has nothing to do with inheritance and polymorphism. —For overloaded methods —Argument lists \_\_\_\_\_ be different. —Return types be different. —Access levels \_\_\_\_ be different. 5. An abstract class can be used as a \_\_\_\_\_ (e.g., using it as a polymorphic argument or return type, or to make a polymorphic array). 6. Besides classes, \_\_\_\_\_ can also be marked as abstract. 7. An abstract class means the class must be \_\_\_\_\_, whereas an abstract method means the method must be \_\_\_\_\_. 8. An abstract method has no \_\_\_\_\_\_, just ends with a semicolon. 9. A class must be marked as abstract if it has \_\_\_\_\_ abstract method. It is illegal to have an abstract method in a non-abstract class!

— An abstract class, on the other hand, can have \_\_\_\_\_ abstract and non-abstract methods.

10. A concrete class in the inheritance tree must \_\_\_\_\_ the abstract methods from its

superclass.

#### **Inheritance**

What is the output of the following program? It has no compile-time or run-time error.

```
class A {
       int n;
       public A() {
               this.n = 1;
       public void calculate() {
               this.n = 4 * this.n;
       public void print() {
               calculate();
               System.out.println("In A: " + this.n);
}
class B extends A {
       int n;
       public B() {
               this.n = 10;
       public void calculate() {
               this.n = 4 * super.n;
       public void print() {
               this.calculate();
               System.out.println("In B: " + this.n);
       }
class C extends B {
       int n;
       public C() {
               this.n = 100;
       public void calculate() {
               this.n = 4 * this.n;
       public void print() {
               super.print();
               System.out.println("In C: " + this.n);
       }
}
public class Main {
       public static void main(String[] args) {
               A \times 1 = new A();
               x1.print();
               B \times 2 = new B();
               x2.print();
               C \times 3 = new C();
               x3.print();
       }
}
```

#### Answer:

- 1. When a method is called on an object reference, the <u>most specific version</u> of the method for that object type will be called —In other words, the <u>lowest</u> one in the inheritance tree wins!
- 2. It is possible to call an overridden method of the superclass using the keyword super.

## —Example

```
public class Animal {
   public void roam() {
      System.out.println("Animal roams");
   }
   // ...
}
```

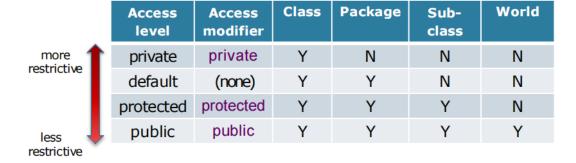
```
public class Canine extends Animal {
  public void roam() {
    super.roam(); // roam() in Animal class is called
    System.out.println("Canine roams");
  }
}
```

```
public class SuperTestDrive {
  public static void main(String[] args) {
    Canine c = new Canine();
    c.roam();
  }
}
```

# —Sample output

Animal roams
Canine roams

- 3. A superclass can choose whether or not it wants a subclass to inherit a particular member by the access level assigned to that particular member .
- —<u>public</u> members are inherited.
- —<u>private</u> members are not inherited.



- 4. Method overloading is nothing more than having 2 or more methods with the same <u>name</u> but different <u>argument lists</u> —It has nothing to do with inheritance and polymorphism.
- -For overloaded methods
- —Argument lists <u>must</u> be different.
- —Return types <u>can</u> be different.
- -Access levels can be different.

```
public class Dog {
    public void makeNoise() {
        System.out.println("Woof!");
     }
}
public class Poodle extends Dog {
    public void makeNoise(int n) {
        for (int i = 0; i < n; i++) {
            System.out.println("Ruff! Ruff!");
        }
     }
}</pre>
```

- 5. An abstract class can be used as a <u>reference type</u> (e.g., using it as a polymorphic argument or return type, or to make a polymorphic array).
- 6. Besides classes, methods can also be marked as abstract.
- 7. An abstract class means the class must be <u>extended</u>, whereas an abstract method means the method must be <u>overridden</u>.
- 8. An abstract method has no method body, just ends with a semicolon.

```
public abstract void eat();
```

- 9. A class must be marked as abstract if it has <u>at least one</u> abstract method. It is illegal to have an abstract method in a non-abstract class!
- An abstract class, on the other hand, can have <u>either or both</u> abstract and non-abstract methods.
- 10. A concrete class in the inheritance tree must <u>implement all</u> the abstract methods from its superclass.