

# Inheritance and lookup

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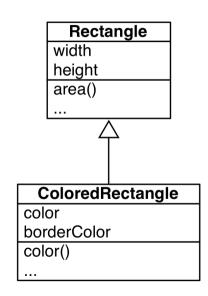
**WXSYY** 



#### **Remember Inheritance**

#### a subclass

- can add state and behavior:
  - o color, borderColor, ...
- can use superclass behavior and state
- can specialize and redefine superclass behavior



# **Example: state**

```
public class Rectangle {
  protected int length;
  protected int width;

public int getArea() {
  return length * width;
}
```

```
class Box extends Rectangle{
  protected int height;
}
```

#### **Box constructors**

```
class Box extends Rectangle{
  public Box(){
    super();
    height = 0;
}
```

```
public Box(int length, int width, int height) {
   super(length, width);
   this.height = height;
}
```

#### **Constructors and inheritance**

- Each subclass should call its superclass constructor explicitly
  - as a first line of the constructor
- The call to the default constructor can be omitted (but the compiler does it for you)
- super in that case indicates the superclass.

A constructor is a static function not a method

There is NO LOOKUP/Inheritance of constructors

# **Simple Lookup**

Methods of the superclass can be invoked on subclass instances

```
Box b = new Box (10,20,20);
System.out.println(b.getArea());
```

## **Subclass can enrich its API**

```
public class Box extends Rectangle {
    ...
    public double getVolume() {
      return getArea() * height;
    }
```

# Lookup

```
class A {
 public int bar() { return foo();}
 public int foo() { System.out.println("A"); return 1;}
class B extends A {
 public int foo() { System.out.println("B"); return 2; }
class Runner {
 public static void main(String[] args) {
   A = \text{new } A();
   Bb = new B();
   a.bar();
   b.bar();
```

We will revisit it in the self (this)/super lecture...



# Subclass may want to access hidden superclass

```
public class Box extends Rectangle {
    ...
public double getArea() {
    return (super.getArea() + height * length + width * height) * 2;
}
```

super.getArea() executes the method rectangle.getArea on the box instance

# **Lookup with Super**

```
class A {
   public void bar() { foo(); }
   public void foo() { print("A"); }
}
class B extends A {
   public void bar() { super.bar(); }
   public void foo() { print("B"); }
}
```

```
(new A()).bar();
(new B()).bar();
```

# super in super.myMethod();

- super refers to the object the receiver of the message
  - super == this
- super changes the method lookup to start in the superclass of the class using super.
- super does not start lookup in the superclass of the class of the receiver

#### **Static variables**

- Modifier 'static'
- Linked to the class
- Variable unique and shared between all instances of the class
- Kind of global since the class is a global too

```
class Circle {
  static int PI = 3.14159265;
  int rayon; //instance level
  int circonference() {
    return 2*PI*rayon; // or Circle.PI
    }
  }
}
```

#### **Static methods**

- They are not methods! Just functions
- No dynamic binding!
- No possibility to use classes are registration mechanisms
  - for the same you need a singleton and a factory
- check Class Method at Work from http://mooc.pharo.org (W4S6)

### **About main and command line**

- one single parameter: a table of strings
- argv.length

```
public class Echo {
  public static void main(String[] argv) {
    for (int i=0; i<argv.length; i++)
        System.out.print(argv[i]+" ");
        System.out.println(); }
  }
>>> java Echo OOP is COOL, Java less
>>> OOP is COOL, Java less
```

A course by Stéphane Ducasse http://stephane.ducasse.free.fr

Reusing some parts of the Pharo Mooc by

Damien Cassou, Stéphane Ducasse, Luc Fabresse http://mooc.pharo.org

