Overloading/Overriding/Hiding

George Fourtounis

Dept. of Informatics and Telecommunications
University of Athens

Overloading

```
class Point {
  float x, y;
  void move(int dx, int dy) {
    x += dx;
    y += dy;
  }
  void move(float dx, float dy) {
    x += dx;
    y += dy;
  }
}

Point p = new Point();
```

("Example 8.4.9-1" from the Java 8 Language Specification, slightly modified.)

- `p.move(10.1f, 3.0f)`?
- `p.move(10, 10)`?
- choose the *most specific* method

Overriding (and super)

```
class Point {
  int x = 0, y = 0;
  void move(int dx, int dy) { x += dx; y += dy; }
}

class SluggishPoint extends Point {
  void move(int dx, int dy) { x += dx / 2; y += dy / 2; }
}

class SlowPoint extends Point {
  int xLimit, yLimit;
  void move(int dx, int dy) {
    super.move(limit(dx, xLimit), limit(dy, yLimit));
  }
  static int limit(int d, int limit) {
    return d > limit ? limit : d < -limit ? -limit : d;
  }
}
```

(Example 8.4.8.1-1 from the Java 8 Language Specification, modified.)

Shadowing

- Shadowing an instance variable:

```
class Test {
  static int x = 1;
  public static void main(String[] args) {
    int x = 0;
    System.out.print("x=" + x);
    System.out.println(", Test.x=" + Test.x);
  }
}
```

- Parameter names and local variables cannot shadow each other.
- Duplicate definitions of locals are an error:

```
class Test1 {
  public static void main(String[] args) {
    int i;
    for (int i = 0; i < 10; i++)    // ERROR!
      System.out.println(i);
  }
}
```

(Examples 6.4.1-1 and 6.4-1 from the Java 8 Language Specification.)

Shadowing

- Shadowing an instance variable:

```
class Test {
  static int x = 1;
  public static void main(String[] args) {
    int x = 0;
    System.out.print("x=" + x);
    System.out.println(", Test.x=" + Test.x);
  }
}
```

x=0, Test.x=1

- Parameter names and local variables cannot shadow each other.
- Duplicate definitions of locals are an error:

```
class Test1 {
  public static void main(String[] args) {
    int i;
    for (int i = 0; i < 10; i++)    // ERROR!
      System.out.println(i);
  }
}
```

(Examples 6.4.1-1 and 6.4-1 from the Java 8 Language Specification.)

Hiding Fields

```
class A {
  int x = 1;
  void m() { System.out.println("A.x = "+x); }
}

class B extends A {
  /* This could also be 'static'. */
  String x = "hello";
  void k() { System.out.println("B.x = "+x); }
}

A a = new A();
B b = new B();
```

- `a.m();`

Hiding Fields

```
class A {
  int x = 1;
  void m() { System.out.println("A.x = "+x); }
}

class B extends A {
  /* This could also be 'static'. */
  String x = "hello";
  void k() { System.out.println("B.x = "+x); }
}

A a = new A();
B b = new B();
```

- `a.m();` $A.x = 1$

Hiding Fields

```
class A {
  int x = 1;
  void m() { System.out.println("A.x = "+x); }
}

class B extends A {
  /* This could also be 'static'. */
  String x = "hello";
  void k() { System.out.println("B.x = "+x); }
}

A a = new A();
B b = new B();
```

- `a.m();` $A.x = 1$
- `b.m();`

Hiding Fields

```
class A {
  int x = 1;
  void m() { System.out.println("A.x = "+x); }
}

class B extends A {
  /* This could also be 'static'. */
  String x = "hello";
  void k() { System.out.println("B.x = "+x); }
}

A a = new A();
B b = new B();
```

- `a.m();` $A.x = 1$
- `b.m();` $A.x = 1$

Hiding Fields

```
class A {
  int x = 1;
  void m() { System.out.println("A.x = "+x); }
}

class B extends A {
  /* This could also be 'static'. */
  String x = "hello";
  void k() { System.out.println("B.x = "+x); }
}

A a = new A();
B b = new B();
```

- `a.m();` $A.x = 1$
- `b.m();` $A.x = 1$
- `b.k();`

Hiding Fields

```
class A {
  int x = 1;
  void m() { System.out.println("A.x = "+x); }
}

class B extends A {
  /* This could also be 'static'. */
  String x = "hello";
  void k() { System.out.println("B.x = "+x); }
}

A a = new A();
B b = new B();
```

- `a.m();` $A.x = 1$
- `b.m();` $A.x = 1$
- `b.k();` $B.x = hello$

Hiding Methods

Re-definition of `static` method also hides it in the superclass. A static method cannot hide a non-static method. Hidden methods can still be accessed with:

- `super.m()`
- `((SuperClass)obj).m()`
- `Fully.Qualified.Name.m()`

Overriding, Overloading, and Hiding

```
class Point {
  int x = 0, y = 0;
  void move(int dx, int dy) {
    x += dx;
    y += dy;
  }
  int color;
}

class RealPoint extends Point {
  float x = 0.0f, y = 0.0f;
  void move(int dx, int dy) {
    move((float)dx, (float)dy);
  }
  void move(float dx, float dy) {
    x += dx;
    y += dy;
  }
}
```

(Example 8.4.9-2 from the Java 8 Language Specification.)

Overloading (Wrong)

```
class Point {
  int x = 0, y = 0;
  void move(int dx, int dy) { x += dx; y += dy; }
  int getX() { return x; }
  int getY() { return y; }
  int color;
}
class RealPoint extends Point {
  float x = 0.0f, y = 0.0f;
  void move(int dx, int dy) { move((float)dx, (float)dy); }
  void move(float dx, float dy) { x += dx; y += dy; }
  float getX() { return x; }
  float getY() { return y; }
}
```

```
error: getX() in RealPoint cannot override getX() in Point
float getX() { return x; }
^
return type float is not compatible with int
error: getY() in RealPoint cannot override getY() in Point
float getY() { return y; }
^
return type float is not compatible with int
2 errors
```

Overloading (Correct)

```
class Point {
  int x = 0, y = 0;
  void move(int dx, int dy) { x += dx; y += dy; }
  int getX() { return x; }
  int getY() { return y; }
  int color;
}

class RealPoint extends Point {
  float x = 0.0f, y = 0.0f;
  void move(int dx, int dy) { move((float)dx, (float)dy); }
  void move(float dx, float dy) { x += dx; y += dy; }
  int getX() { return (int)Math.floor(x); }
  int getY() { return (int)Math.floor(y); }
}
```

(Example 8.4.9-2 from the Java 8 Language Specification.)

C++

```
class A {
public:

  void f()       { cout << "A::f() was called."     << endl; }
  void f(int i) { cout << "A::f(int) was called." << endl; }
};
class B : public A {
public:

  void f()       { cout << "B::f() was called."     << endl; }
};
A a;
B b;
A* a2 = &b;
```

```
a.f();
a.f(1);
b.f();
b.f(1);
a2->f();
```

C++

```
class A {
public:

  void f()       { cout << "A::f() was called."     << endl; }
  void f(int i) { cout << "A::f(int) was called." << endl; }
};
class B : public A {
public:

  void f()       { cout << "B::f() was called."     << endl; }
};
A a;
B b;
A* a2 = &b;
```

```
a.f();      A::f() was called.
a.f(1);
b.f();
b.f(1);
a2->f();
```

C++

```
class A {
public:

  void f()       { cout << "A::f() was called."     << endl; }
  void f(int i) { cout << "A::f(int) was called." << endl; }
};
class B : public A {
public:

  void f()       { cout << "B::f() was called."     << endl; }
};
A a;
B b;
A* a2 = &b;
```

`a.f();`	*A::f() was called.*
`a.f(1);`	*A::f(int) was called.*
`b.f();`	
`b.f(1);`	
`a2->f();`	

C++

```
class A {
public:

  void f()       { cout << "A::f() was called."     << endl; }
  void f(int i) { cout << "A::f(int) was called." << endl; }
};
class B : public A {
public:

  void f()       { cout << "B::f() was called."     << endl; }
};
A a;
B b;
A* a2 = &b;
```

`a.f();`	*A::f() was called.*
`a.f(1);`	*A::f(int) was called.*
`b.f();`	*B::f() was called.*
`b.f(1);`	
`a2->f();`	

C++

```
class A {
public:

  void f()       { cout << "A::f() was called."     << endl; }
  void f(int i) { cout << "A::f(int) was called." << endl; }
};
class B : public A {
public:
  using A::f;
  void f()       { cout << "B::f() was called."     << endl; }
};
A a;
B b;
A* a2 = &b;
```

`a.f();`	*A::f() was called.*
`a.f(1);`	*A::f(int) was called.*
`b.f();`	*B::f() was called.*
`b.f(1);`	*A::f(int) was called.* (needs `using A::f` in B)
`a2->f();`	

C++

```
class A {
public:

  void f()       { cout << "A::f() was called."     << endl; }
  void f(int i) { cout << "A::f(int) was called." << endl; }
};
class B : public A {
public:
  using A::f;
  void f()       { cout << "B::f() was called."     << endl; }
};
A a;
B b;
A* a2 = &b;
```

`a.f();`	*A::f() was called.*
`a.f(1);`	*A::f(int) was called.*
`b.f();`	*B::f() was called.*
`b.f(1);`	*A::f(int) was called.* (needs `using A::f` in B)
`a2->f();`	*A::f() was called.* (no `virtual`)

C++

```
class A {
public:
  virtual
  void f()       { cout << "A::f() was called."     << endl; }
  void f(int i) { cout << "A::f(int) was called." << endl; }
};
class B : public A {
public:
  using A::f;
  void f()       { cout << "B::f() was called."     << endl; }
};
A a;
B b;
A* a2 = &b;
```

`a.f();`	*A::f() was called.*
`a.f(1);`	*A::f(int) was called.*
`b.f();`	*B::f() was called.*
`b.f(1);`	*A::f(int) was called.* (needs `using A::f` in B)
`a2->f();`	*B::f() was called.* (with `virtual`)