

# OBJECT-ORIENTED PROGRAMMING

## Inheritance

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Lecturer

Dr. HAMDANI M

Speciality : Computer Science (ISIL)

Semester : S4

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- 2 final Keyword and Inheritance
- 3 Polymorphisme

## 1 Inheritance

- About Inheritance
- Superclass and Subclass
- Syntax of Inheritance
- Constructors and Inheritance
- The super Keyword
- Types of Inheritance
- Exercice

## 2 final Keyword and Inheritance

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# Inheritance

A mechanism where a class acquires properties and behaviors from another class

- A new class of objects can be created conveniently by inheritance
- the new class (called the ***subclass***) starts with the characteristics of an existing class (called the ***superclass***), possibly customizing them and adding unique characteristics of its own.

# Benefits of inheritance

- Code Reusability
- Improved Code Organization
- Flexibility and Polymorphism
- Reduced Development and Maintenance Costs
- Promotes Extensibility

## **Superclass (parent class / base class) :**

- The original class from which a subclass inherits.
- Defines common attributes and methods that can be used by subclasses.
- Serves as a foundation for building more specialized classes

## **Subclass (child class ) :**

- A new class that inherits from a superclass
- Inherits all public and protected members (attributes and methods) from the superclass
- Can add its own attributes and methods to specialize its behavior
- Can override inherited methods to provide different implementations

**Extends** : The keyword used to declare that a subclass inherits from a superclass

# Syntax of Inheritance

```
class Superclass {  
    // Superclass body  
}  
  
class Subclass extends Superclass {  
    // Subclass body  
}
```



# Example - Superclass

```
public class Person {  
    private String firstName;  
    private String lastName;  
    private int age;  
  
    public Person(String firstName, String lastName, int  
        age) {  
        this.firstName = firstName;  
        this.lastName = lastName;  
        this.age = age;  
    }  
    public String getFirstName() {  
        return firstName;  
    }  
    // Methods ...  
}
```

# Example - Subclass

```
public class Student extends Person {  
    protected int id;  
    private String speciality;  
  
    public Student(String firstName, String lastName, int  
        age, int id, String speciality) {  
        super(firstName, lastName, age);  
        this.id = id;  
        this.speciality = speciality;  
    }  
    public void setSpeciality(String speciality) {  
        this.speciality = speciality;  
    }  
    // Methods...  
}
```

# Things to Consider

- **Visibility** : Subclasses only inherit members declared as public, or protected in the superclass (*and **default** in the same package*). Private members are not accessible.
- **Overriding** : Subclasses can override inherited methods to provide different behavior. This is useful for customization.
- **Final Keyword** : You can prevent a class from being inherited using the ***final*** keyword.

# Constructors and Inheritance

- **Constructors are not inherited** : Unlike fields and methods, constructors are not directly inherited by subclasses in Java. This is because constructors are specific to the object creation process of a particular class and its needs.
- **Calling the superclass constructor** : Subclasses can explicitly call the constructor of their superclass using the "**super**" keyword..
- **Default constructor** : If a subclass doesn't have an explicitly defined constructor, the Java compiler will implicitly call the superclass's no-argument (default) constructor, if it exists. Otherwise, a compilation error will occur :  
(If the superclass doesn't have a no-argument (*default*) constructor and only has parameterized constructors, the subclass cannot have a default constructor)

# The super Keyword

- Used with inheritance to interact with the superclass (parent class) from a subclass
- Access and interact with **fields** (variables) and **methods** defined in the superclass, even if they are *hidden* or *overridden* in the subclass
- Used to explicitly call the constructor of the superclass

**super** is a keyword that provides a way to access members of the superclass in the context of a subclass

# Example - super

```
class Person {  
  
    private String name;  
  
    public Person(String name) {  
        this.name = name;  
    }  
  
    public String getName() {  
        return name;  
    }  
}
```

```
class Student extends Person {
    private int studentId;

    public Student(String name, int studentId) {
        super(name);
        this.studentId = studentId;
    }

    public void introduce() {
        System.out.println("Hello, my name is " + super.getName()
            + " and my student ID is " + studentId + ".");
    }
}

public class Main {
    public static void main(String[] args) {
        Student student = new Student("Alice", 12345);
        student.introduce();
    }
}
```

# Types of Inheritance

- **Single inheritance** – one superclass, one subclass
- **Multilevel inheritance** – chained subclasses and superclasses
- **Hierarchical inheritance** – multiple subclasses extend one superclass
- **Multiple inheritance** : not supported in Java
- **Hybrid Inheritance** : a mix of two or more of the above types of inheritance It can involve any combination of single, multilevel, and hierarchical Inheritance



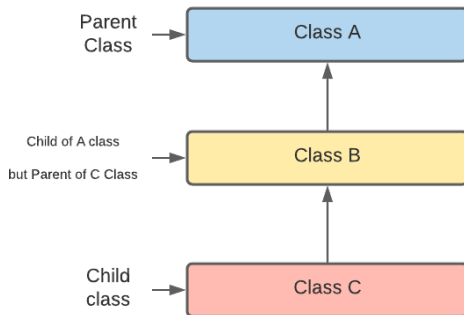
# Single inheritance

A class can have only one direct parent class :

```
class Parent {  
  
    // Parent class methods and fields  
}  
  
class Child extends Parent {  
  
    // Child class can access methods and fields of  
    Parent  
}
```

# Multilevel Inheritance

A class is derived from a class which is also derived from another class :



```
class Grandparent {  
    // Grandparent class methods and fields  
}  
class Parent extends Grandparent {  
    // Inherits from Grandparent  
}  
class Child extends Parent {  
    // Inherits from Parent (and indirectly from Grandparent)  
}
```

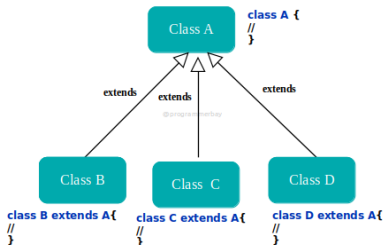
```
public class Person {
    String name;    int age;
    public Person(String name, int age)
    {    this.name = name;    this.age = age;    }
}

public class Employee extends Person {
    String employeeID;
    public Employee(String name, int age, String employeeID) {
        super(name, age);
        this.employeeID = employeeID;
    }
}

public class Professor extends Employee {
    String department;
    public Professor(String name, int age, String employeeID,
        String department) {
        super(name, age, employeeID);
        this.department = department;
    }
}
```

# Hierarchical Inheritance

multiple classes inherit from a single parent class. This means a single superclass can have multiple subclasses :



```
class Parent {  
    // Parent class methods and fields  
}  
class Child1 extends Parent {  
    // Inherits from Parent  
}  
class Child2 extends Parent {  
    // Also inherits from Parent  
}
```

```
public abstract class Shape {  
    public abstract double area();  
    public abstract double perimeter();  
}  
  
public class Circle extends Shape {  
    private double radius;  
  
    public Circle(double radius) {  
        this.radius = radius;  
    }  
  
    @Override  
    public double area() {  
        return Math.PI * radius * radius;  
    }  
  
    @Override  
    public double perimeter() {  
        return 2 * Math.PI * radius;  
    }  
}
```

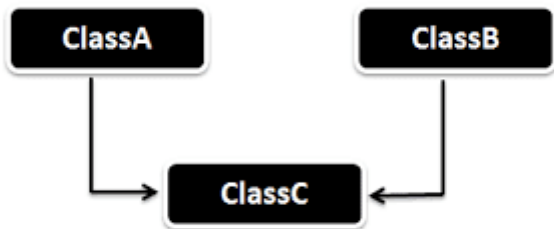


```
public class Rectangle extends Shape {  
    private double width;  
    private double height;  
  
    public Rectangle(double width, double height) {  
        this.width = width;  
        this.height = height;  
    }  
  
    @Override  
    public double area() {  
        return width * height;  
    }  
  
    @Override  
    public double perimeter() {  
        return 2 * (width + height);  
    }  
}
```

```
public class Main {  
    public static void main(String[] args) {  
        Shape circle = new Circle(5.0);  
        Shape rectangle = new Rectangle(4.0, 6.0);  
  
        System.out.println("Circle Area: " + circle.area());  
        System.out.println("Circle Perimeter: " +  
            circle.perimeter());  
  
        System.out.println("Rectangle Area: " + rectangle.area());  
        System.out.println("Rectangle Perimeter: " +  
            rectangle.perimeter());  
    }  
}
```

# Multiple inheritance

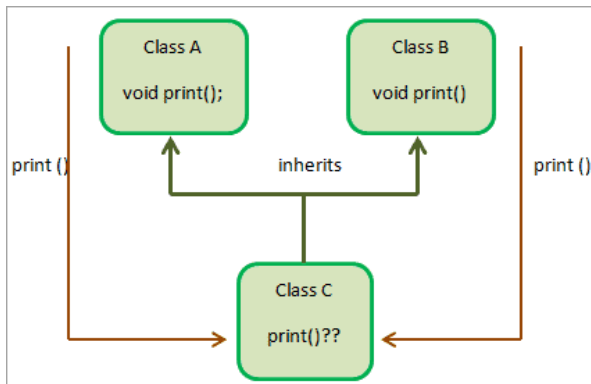
A class inherits behaviours and attributes from more than one parent class





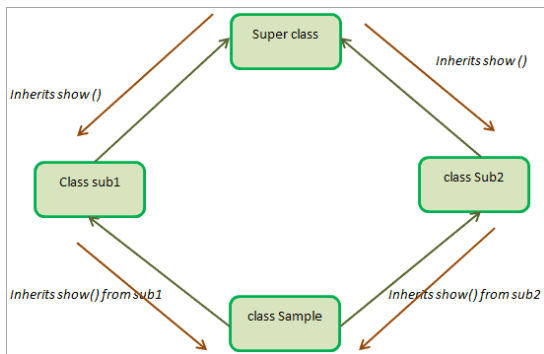
# Multiple inheritance : Ambiguity

- **Complexity and Ambiguity** : when the parent classes have methods or attributes with the same names but different implementations. This ambiguity can make the code harder to read, maintain, and debug.



# Multiple inheritance : Diamond Problem

- This problem arises when a class inherits from two parent classes, which themselves inherit from a common ancestor, forming a **diamond** shape in the inheritance hierarchy.
- The subclass inherits two copies of the methods and fields from the common ancestor, leading to ambiguity about which implementation to use



# Exercise 01

Create a set of Java classes representing individuals within an academic institution, utilizing inheritance :

- **Person** : This base class should hold basic information common to all individuals (e.g., name, age, contact information).
- **Employee** : This class should inherit from Person and include additional attributes and methods specific to employees (e.g., job title, salary).
- **Student** : This class should inherit from Person and include attributes and methods related to students (e.g., student ID, Speciality).
- **Professor** : This class should inherit from Employee and include attributes and methods specific to professors (grade, specialization, department).

[https://github.com/hamdani2023/javaP00\\_ISIL\\_S04](https://github.com/hamdani2023/javaP00_ISIL_S04)

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# Declaring a class as final (1)

- This prevents other classes from inheriting from the final class.
- This is useful when you want to ensure a class cannot be extended and its behavior remains consistent.
- For example, a MathUtils class containing static utility methods might be declared final to prevent subclasses from overriding these methods and potentially introducing unexpected behavior.

## Declaring a class as final (2)

When a class is declared with the final keyword, it cannot be subclassed.

```
public final class FinalClass {  
  
    // class body  
}  
  
// This would cause a compile-time error  
class ExtendedClass extends FinalClass {  
  
}
```

# Declaring a method as final (1)

- This prevents subclasses from overriding the method.
- This is useful when you want to ensure the specific implementation of a method remains unchanged in subclasses.
- For example, a `calculateArea()` method in a `Shape` class might be declared *final* to ensure all shapes (e.g., `Circle`, `Rectangle`) use the same logic for calculating area..

Declaring a *field* as *final* simply means its value cannot be changed after initialization, but it does not prevent inheritance  
→ **Constant**

# Declaring a method as final (2)

Declaring a method as final means it cannot be overridden by subclasses

```
public class SuperClass {  
    public final void showFinalMethod() {  
        System.out.println("This method is final and cannot be  
            overridden.");  
    }  
}  
  
public class SubClass extends SuperClass {  
    // This would cause a compile-time error  
    @Override  
    public void showFinalMethod() {  
        System.out.println("Attempting to override a final  
            method.");  
    }  
}
```



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Questions ?